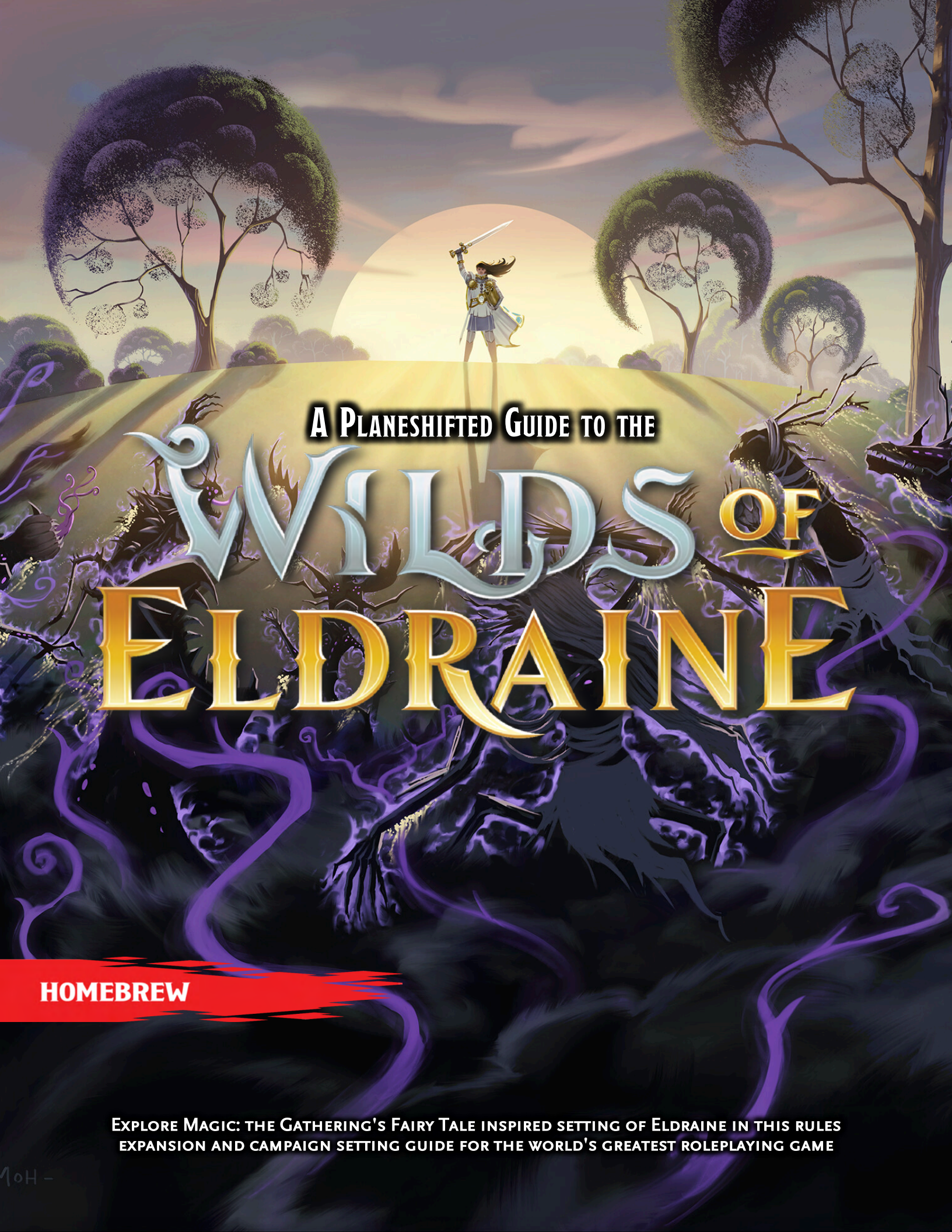




A PLANESHIFTED GUIDE TO THE

WILDS OF ELDRINE

HOME BREW

EXPLORE MAGIC: THE GATHERING'S FAIRY TALE INSPIRED SETTING OF ELDRINE IN THIS RULES
EXPANSION AND CAMPAIGN SETTING GUIDE FOR THE WORLD'S GREATEST ROLEPLAYING GAME

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CHANGELOG

- Version 2.0
 - Updated plane lore / introduction
 - Updated species
 - Added subclass options: Cleric, Druid, Fighter, Paladin, Wizard
 - Added 4 feats
 - Added / updated spells
 - Removed outdated / unbalanced spells
 - Added new magic item
 - Updated magic items
 - Removed outdated / imbalanced magic items
 - Added DM Tools: Renown and Curses
 - Added Cosmology details (standard for all guides moving forward)
 - Added / Updated Monster stat blocks
 - Added updated versions of MCV4EC stat blocks
 - Added Rules Glossary

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LIVIA PRIME



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INTRODUCTION

WELCOME TO ELDRAINE

ELDRAINE IS A MEDIEVAL WORLD FILLED WITH KNIGHTS, CASTLES, AND MAGICAL CREATURES. WILD MAGIC IS woven through the heart of the plane and two opposing but intertwined sides battle over it, impossible to untangle one from the other. Many cherished fables and fairy tales find a new life in Eldraine; from *Little Red Riding Hood* to *Three Blind Mice*, classic stories are given twists and turns and re-imagined as part of this wondrous world.

WHAT IS MAGIC: THE GATHERING?

MAGIC: THE GATHERING is a collectible trading card game of fun-filled, strategic games to play with friends old and new. It is another product from *Wizards of the Coast*, the creators of DUNGEONS & DRAGONS, but exists in its own distinct multiverse. Each plane in Magic is a unique world with distinct themes, but each is full of magic and wonder.

USING THIS BOOK

This book is an in-depth guide to adventures on the plane of Eldraine.

DMs can determine how much of this book they want to share with their players. Characters native to another plane might know nothing of the details herein, while Eldraine natives could know everything in this book.

Chapter 1 gives an overview of life in Eldraine, its history, and key locations.

Chapters 2–3 are your guide to creating an Eldraine character. Chapter 2 presents options and guidelines for character classes, and chapter 3 details the thirteen playable species.

Chapter 4 presents a selection of 4 new feats available to characters.

Chapter 5 presents nineteen new spells available to spellcasting characters.

Appendix A provides the DM with rules for sixteen new magic items.

Appendix B offers additional DM tools, including rules for unique Eldraine curses and using renown for a campaign.

Appendix C details the Cosmology of MAGIC: THE GATHERING and the specifics of planar magic as it pertains to Eldraine.

Appendix D presents the DM with over 60 stat blocks for monsters and NPCs, including 2024-style updates for the 25 monsters from *Monstrous Compendium Volume 4: Eldraine Creatures*.

Appendix E is a rules glossary that provides a quick reference to relevant and updated rules in the 2024 D&D Free Rules.

CHAPTER ONE

THE REALM AND THE WILDS

ELDRAINE IS A MEDIEVAL WORLD FILLED WITH KNIGHTS, CASTLES, AND MAGICAL CREATURES. WILD MAGIC IS woven through the heart of the plane and two opposing but intertwined sides battle over it, impossible to untangle one from the other: The Realm, the lands of human kingdoms, and the Wilds, the forest home of the fair folk.

HISTORY

Before the rise of humanity, elves ruled the land that is now the realm. Legends say that in ancient times the woods had no borders and its wild growth stretched as far as the eye could see. According to the humans, the elves were proud, arrogant, vain, and cruel, and they allowed any sort of magic to flourish unchecked. They asserted that those who were too weak to defend themselves should bend the knee to those more powerful in exchange for protection.

Eight or nine generations ago, humans rose to power and drove the elves out of what would become the realm. They pushed the elves into the forests, cleared large swaths of land to free them from fae magic, and founded five knightly courts. The woods itself retreated with the elves, creating the divide between the realm and the wilds that Eldraine has known in the centuries since.

THE WICKED SLUMBER

In the year 4562 AR, the biomechanical machine legion known as the Phyrexians launched an invasion of the multiverse, and Eldraine was one of the many planes attacked. Within days of the invasion, the courts of the realm had fallen. With no other recourse, Talion, the lord of the Fae cast a terrible curse known as the *Wicked Slumber* with the help of three human witches. The curse caused the invading forces to fall into a deep sleep, and held them until the invasion could be stopped.

However, the curse did not lift after the invasion's conclusion, but instead began to spread to the plane's living inhabitants. Another planar invader, a nightmare planeswalker called Ashiok, took advantage of this slumber to use the inhabitants' nightmares against those still awake. Eventually, the three witches and Ashiok were defeated by the acting High King Will Kenrith, and Talion's half-fae champion Kellan. The curse was finally ended, and the rebuilding of Eldraine could properly begin.

THE REALM

Most of the realm is small hamlets and farmland, but it is ruled over by five royal courts: Ardenvale, Vantress, Locthwain, Embereth, and Garenbrig. These courts serve and protect the people of the realm and uphold their fundamental virtues. The five courts are mostly independent states, but they are unified as one realm under the rule of the High Throne. Though they may harbor fierce rivalries on the tournament grounds, they are rarely in open conflict with one another and have never openly been at war.

Each court was established around a relic of tremendous magical power. They were originally elvish treasures from when elves ruled the land, but their origin is unknown. These relics are wondrous, mysterious objects with immense magical power and a sentience that lies just beyond mortal understanding. What is known for certain is that each of the five relics is the physical embodiment of one of five virtues and possesses the power to judge that virtue within individuals. In the realm, the virtues of the relics (and their judgement) are considered objective and inarguable, and it is this infallibility around which all of realm society is built.

VIRTUES

Life in the realm revolves around five fundamental virtues: loyalty, knowledge, persistence, courage, and strength. All denizens of the realm, be they knights, nobles, or peasants, strive to uphold these virtues in their everyday life. When a person in the realm wishes to compliment or insult another, they will often cite their success or failure to live by one virtue or another. The five virtues are established by the five relics and are thusly treated with absolute respect and authority. The denizens of the realm see all the virtues as ideals to strive for.

KNIGHTS

In the realm, knighthood is among the highest honors one can receive. Knights are revered as champions, heroes, and paragons of virtue. Knights of the realm, who are all addressed with the honorific "Syr," have many responsibilities, from protecting innocent townsfolk to going on daring adventures in the wilds. Knights are often equipped with finely crafted armor and weaponry, ride noble steeds of various size and species, and occasionally wield powerful magic drawn from the relic of their respective court.

Achieving knighthood in one of the courts means taking on a quest to prove excellence in that court's virtue. In some courts, the final step to becoming a true knight involves being judged by that court's relic.

THE HIGH QUEST

About once a generation, a mysterious creature called the Questing Beast chooses an extraordinary knight to undertake a grueling challenge, called the Great Quest, to claim the High Throne of the realm. Those seeking the High Throne must achieve knighthood from all five of the realm's royal courts, proving they are virtuous enough to be worthy of the loftiest position in the realm.



ARDENVALE

Perched on top of a hill overlooking the pastures and fields of the realm is Castle Ardenvale. Within its great white walls are acres of manicured lawns and precise, lush gardens. Near the top of the castle's central tower, the Circle of Loyalty is protected by dozens of loyal guards.

Ardenvale is a beacon of peace in the realm, standing as both a symbolic and literal object of power. Merely speaking its name is thought to weave subtle magic of protection around the speaker and their allies.

Ardenvale was originally the seat of the High King. After the Phyrexian invasion, the castle was evacuated and overtaken. The temporary seat of the High King was moved to castle Vantress, but the rebuilding effort for Castle Ardenvale is well underway.

RULE OF THE HIGH KING

The current ruler of Ardenvale is the High King, Will Kenrith; a human man and son of the previous High King. Though his rule is unopposed, he did not complete the High Quest to earn his title.

VIRTUE: LOYALTY

Ardenvale is built upon the core virtue of loyalty. The court sees loyalty as a foundation of kinship and trust that supports the other virtues, not merely a slavish obedience to whoever happens to be in charge.

Ego is the enemy of loyalty, because it undermines that foundation of trust and harmony. Thus, Ardenvale knights strive to perfect their virtue by forsaking selfish thoughts and desires.

KNIGHTS OF ARDENVALE

The knights of Ardenvale are loyal above all else—not just to its rulers, but to each other, and to the entire community that makes up the court. A true knight's loyalty trumps any sense of arrogance or self-importance: victory belongs to the group, not to any individual member, and even a lone knight's glory accrues to Ardenvale as a whole.

Ardenvale knights are fierce in battle, and all the more so when fighting in a group. They rarely quest alone, and loyalty means that no knight is ever left behind in the clutches of the enemy. When not engaged in battle or questing alone in the wilds, Ardenvale's knights love to gather at the court for company and conversation, treasures they value above all others.

RELIC: THE CIRCLE OF LOYALTY

At the heart of Castle Ardenvale is a magical ring of eternally burning silver fire known as the Circle of Loyalty. To be named a knight of Ardenvale, aspirants must walk through the flame, for its magic can detect selfish people and prideful motives. Those who pass through the flame unscathed are deemed worthy and knighted at the center of the ring itself. Those who are burned are quickly pulled out and healed, but rarely are they allowed to attempt the trial a second time.



EMBERETH

The court of Embereth lies in the mountains near Ardenvale. To the locals, Embereth refers to the entire surrounding free city, while the large tournament complex some call a castle is known by its "true" name: The Burning Yard.

The Burning Yard is a large collection of competition arenas, training rooms, and grandstands that hosts a never-ending tournament that features jousting, wrestling, horseback melee, one-on-one combat, archery, and other martial skills. It is a beloved destination known throughout the realm, and both knights and aspirants from all five courts will come here to see how they stack up against the competition. Participation is open to all brave enough to enter.

RULE BY COUNCIL

In place of a single ruler, Embereth has a ruling council made up of its knights and its noble class. The nobility in particular have a reputation for hotheadedness and fiery passions, which is reflected in the frequency of personal conflict "taken outside" to the Burning Yard. Such contests are rarely fatal, and all participants readily accept the outcome as a final resolution of the dispute.

VIRTUE: COURAGE

Knights of Embereth believe that courage is the highest virtue, as nothing done without bravery can truly be considered virtuous. Without bravery, no one would ever try a new thing or work to improve their skills. But with courage in one's heart, no challenge is too great.

Fear and cowardice are the enemies of valor, so Embereth's knights strive to conquer their fear. Empty courage is an easy way to get oneself killed, but true courage is knowing how to use the gift of fear as a motivator for achievement.

KNIGHTS

Embereth's knights are famously optimistic, singularly certain that anything is achievable so long as you face it head-on. They are gregarious and confident, and always willing to try new experiences, though they're not particularly long-lived. As a show of courage, Embereth knights never carry shields and often incorporate the broken shields of opponents into their armor.

Embereth's knights are intrigued by irrationally dangerous quests, believing that the most frightening challenges are the ones most worth conquering. A knight might seek to slay a faerie that terrorized them as a child, a witch that took their mother, or a giant that sat on their lover's house.

RELIC: THE IRENCRAG

The Burning Yard is built beside the Irencrag—a massive boulder glowing with volcanic heat. In order to become a knight of Embereth, an aspirant must first face the fear inspired by its red-hot surface in order to plunge their sword into the boulder. If they are truly courageous, they can pull their sword back out, but if they are cowardly or hindered by fear, the sword remains stuck in the Irencrag.

According to Embereth knights, the Irencrag will speak to aspiring knights in a voice only they can hear, often taunting them as a test of their courage.



GARENBRIG

Built by giants long before the ascendancy of humans in the realm, Castle Garenbrig is an enormous and strikingly odd structure. The main bulk of Garenbrig is its relic, the Great Henge, which sits atop a jutting stone outcropping. The rest of the castle encircles the Henge at a human size and scale, making the court a harmonious fusion of giant-sized stone, human construction, and natural growth.

The large, central stone of Garenbrig forms the gnomon of a sundial. At certain times and dates, the monoliths surrounding the central stone align with the path of celestial bodies and open a temporary gateway into the deepest, darkest parts of the wilds.

RULE OF THE KING

The current king of Garenbrig is a **Stone Giant** named Yorvo, who towers over even others of his kind. He wears a crown fashioned from the broken weapons of those who have challenged him to claim his position. To all the court's knights and nobles, Yorvo and his throne are a reminder of the proper use of strength: protecting those less strong than yourself.

VIRTUE: STRENGTH

Above all, the knights of Garenbrig prize raw physical strength. A Garenbrig knight should be able to wield the largest weapons, wear the heaviest armor, and perform feats of strength that border on supernatural. They also value strength of will and character—but as an addition to physical power, not a replacement.

Strength is the most external of the virtues, and this shapes the Garenbrig worldview. They view action as far more important than intention or desire and take a dim view of people who focus on their interior lives and personal virtue without actually doing anything.

KNIGHTS OF GARENBRIG

To become a knight of Garenbrig, one must demonstrate a great feat of strength, something beyond the capabilities expected of their size and species. The ruler of the court is the arbiter of whether a feat of strength is worthy of knighthood.

Those who have earned knighthood take great pride in their strength and deploy it readily, even in pursuits that the other courts consider un-knightly. Garenbrig knights can often be found wrestling giants and fighting great beasts in the forest, but they can just as often be found carrying water in a fire brigade or clearing trees after a storm. They are fond of stories and contests in the great hall at Garenbrig, but most knights are found out in the world, helping and protecting the weak and innocent.

RELIC: THE GREAT HENGE

The Great Henge is a large circle of enormous stone monoliths arranged in a variety of shapes and patterns, depending on when you visit it. A singular mountainous stone slab dominates the center of the Henge and acts as the gnomon of a massive sundial. At sunrise and sunset on certain dates, the shadows of the surrounding monoliths fall in such a way that the central stone becomes a magical gate to the depths of the wilds. The surrounding calendar stones can be lifted and moved to align with the desired time and location of the journey. Moving a monolith even slightly is a great feat of strength; moving several of them to the right positions to open the portal is enough to virtually guarantee a Garenbrig knighthood.



LOTHWAIN

At one point in time, Castle Lothwain was a mobile, flying fortress—an enormous magical structure floating on rainclouds, constantly moving. Unfortunately, the Castle fell to the ground during the Phyrexian invasion, the mechanism that kept it aloft permanently damaged.

The interior of Lothwain is a labyrinth of narrow passages connecting great halls. Knights from other courts who have wandered in the maze have compared it to the wilds, suggesting that elven magic contributes to the sense of disorientation and, eventually, terror that claims those who become lost in the castle.

A COURT WITHOUT RULE

During the events of the Phyrexian invasion, the previous queen of Lothwain, an ancient elf called Ayara, was compleated; a process that transforms a creature into a Phyrexian and bends their mind to the machine legion. Shortly afterward, she was slain. Without a queen or council, Lothwain's survivors now operate as mercenaries or knights errant.

VIRTUE: PERSISTENCE

In the view of Lothwain, persistence is the highest virtue because it directs and marshals the other virtues toward a purpose. In Lothwain, persistence means determination, purposefulness, commitment, tirelessness, the stubborn refusal to give up.

KNIGHTS OF LOTHWAIN

The knights of Lothwain are haughty, believing themselves superior to other knights by their devotion to the highest virtue. They are pragmatic enough to flee a losing battle, but their persistence ensures that they will find some way to return and defeat their enemies.

RELIC: THE CAULDRON OF ETERNITY

The Cauldron of Eternity is said to be a huge stone cauldron with the power to bestow everlasting life and restore life to the dead, so long as it finds them worthy. When elves ruled the realm, Castle Lothwain sat atop the cave where the Cauldron of Eternity was housed. But when humans took over the realm, the Cauldron was lost to the wilds.

Lothwain knights seek out the Cauldron of Eternity; once they did so to curry favor with queen Ayara, but now do so to reverse the devastation suffered during the invasion.



VANTRESS

Castle Vantress rises like an island up from the surface of Lochmere, a mist-shrouded lake in a remote part of the realm. Banners and pennants fly from its spires and water flows freely throughout the fortress like an elaborate fountain. The castle rests on top of a large shaft that is normally full of water. At the bottom of this shaft is a dim, cave-like space where the Magic Mirror rests.

Castle Vantress is renowned as a center of scholarship in the realm, and researchers and questioners from the other courts often make the difficult journey to Vantress to find information that can't be found anywhere else.

RULE BY MAGIC

Unlike the other courts, Vantress has no official ruler. Instead, the people of Vantress are led by the Magic Mirror itself. Still, taking the orders of a sentient magical object that spends most of its time underwater can be quite a challenge, so most of the day-to-day responsibilities tend to fall on the **Archmage**. The current archmage is an old human man, Gadwick the wizened.

VIRTUE: KNOWLEDGE

Vantress knights believe that knowledge is the highest virtue. Knowledge directs the proper application of every other virtue in varied circumstances and helps to prevent problems from worsening into deeper problems. The enemy of knowledge is not just ignorance but rigid thinking and hidebound traditions. The knights of Vantress must be able to adapt their understanding of the world based on new information and new ideas.

KNIGHTS OF VANTRESS

In Vantress, knighthood is knowledge applied to the challenges of the world. Once knighthood is bestowed, the knights of Vantress continue to seek out new secrets, but they also venture out into the world and the wilds to put their knowledge to use. Many of them strive to help those who are in need of knowledge.

LOREMAGES

Vantress spellcasters, often called loremages, chroniclers, or riddleseekers, seek out the lore of the wilds and dig into the secrets of the convoluted magic of the fair folk. They are surprisingly daring and well-traveled scholars.

RELIC: INDRELON, THE MAGIC MIRROR

Vantress was formed around the Magic Mirror, an enormous secret-hoarding mirror submerged deep beneath the lake Lochmere and guarded by merfolk. Its true name is Indrelon, though only those who reside in Vantress call it by that name. The mirror rewards the virtue of knowledge in all who come before it in the form of magical boons and powers.

Recently, however, the magic mirror was stolen by the **Stom Giant** Lady Beluna, and taken to her castle of Stormkeld in the Kingdom of Storms far above the realm.

In times past, knighthood at Vantress was achieved by telling the mirror a secret it did not already know. That responsibility now technically falls to the archmage, but some aspirants take on the quest to sneak into the giant's castle to seek the mirror itself.



THE BOUNDARY LANDS

The boundary lands are a nebulous region between the Realm and the Wilds traversed by a cart road. Both humans and fair folk frequent these lands, trading with each other for coin. Rangers are often hired by travelers for safe passage through these lands.

TANGLESAN

The Tanglespan is a giant chasm in the boundary lands. Created outside Castle Lothwain during the Phyrexian invasion, it is crossed by a network of plant bridges and beanstalks. Fauns map out the crisscrossing pathways spanning the chasm, and guide travelers across the chasm in exchange for a modest toll. They often have to fend off trolls who also inhabit the chasm.

ORRINSHIRE

Orrinshire is a shepherd village that lies at a remote edge of the Realm. Yearly visits from a single traveling merchant serve as a holiday on their own. The village avoided both the Phyrexian invasion and the Wicked Slumber. Orrinshire is best known for its wool, and there are at least five times as many sheep in the village as people.

DELVERHAUGH

Delverhaugh is a dwarven fortress, situated underground near lake Lochmere and Castle Vantress. Many refugees from Embereth relocated to Delverhaugh during the Phyrexian invasion. The settlement is known for its elaborate and lavish Grand Balls, to which only the most prestigious and renowned individuals of Eldraine are invited.





THE WILDS

The Wilds are an enchanted environment with shifting borders, where distance, direction, time, and the seasons all seem to be distorted and where both monsters and curses abound. The wilds are unruly, diverse, unstructured, unpredictable, and ungoverned.

Dozens of different types of creatures dwell in the wilds, called "fair folk" by the humans of the realm. They live together in an anarchic and uneasy stasis, too disorganized to go to war but too unruly to live in peace.

The magic of the wilds is just as untamed and diverse as the people who live there, manifesting in strange and often beautiful ways. It can be alluring, empowering, healing, restorative, and refreshing; but it can also be repellent, enervating, and destructive. Claiming some of this magic, or even simply understanding it, is one of the primary reasons that knights of the realm undertake quests into the wilds.

THE HEART LAND

The entire land of Eldraine was once ruled by the elves, and the Heart Land contains the ruins of the lost elven dominion. Its perimeter is guard by four pyramids, each with a pair of obelisks on top, and is surrounded by a river.

The closest thing the Wilds have to a ruling body is a Council of Druids, elves who wish to return the plane to the days of elvish rule. They meet in an amphitheater made out of the remains of a petrified dragon, situated in the heart of the Heart Land. No single druid holds authority over the council, but by longstanding tradition, the five eldest druids hold seats of honor—representing the five magical sites of their ancient realm.





DUNBARROW

The village of Edgewall in the lands of court Garenbrig lies on the edge of the wilds. Despite warnings, many travel through to Loch Larent for fishing, and children seek adventure in the woods. But the misty marsh of Dunbarrow lies just beyond the twisted trees.

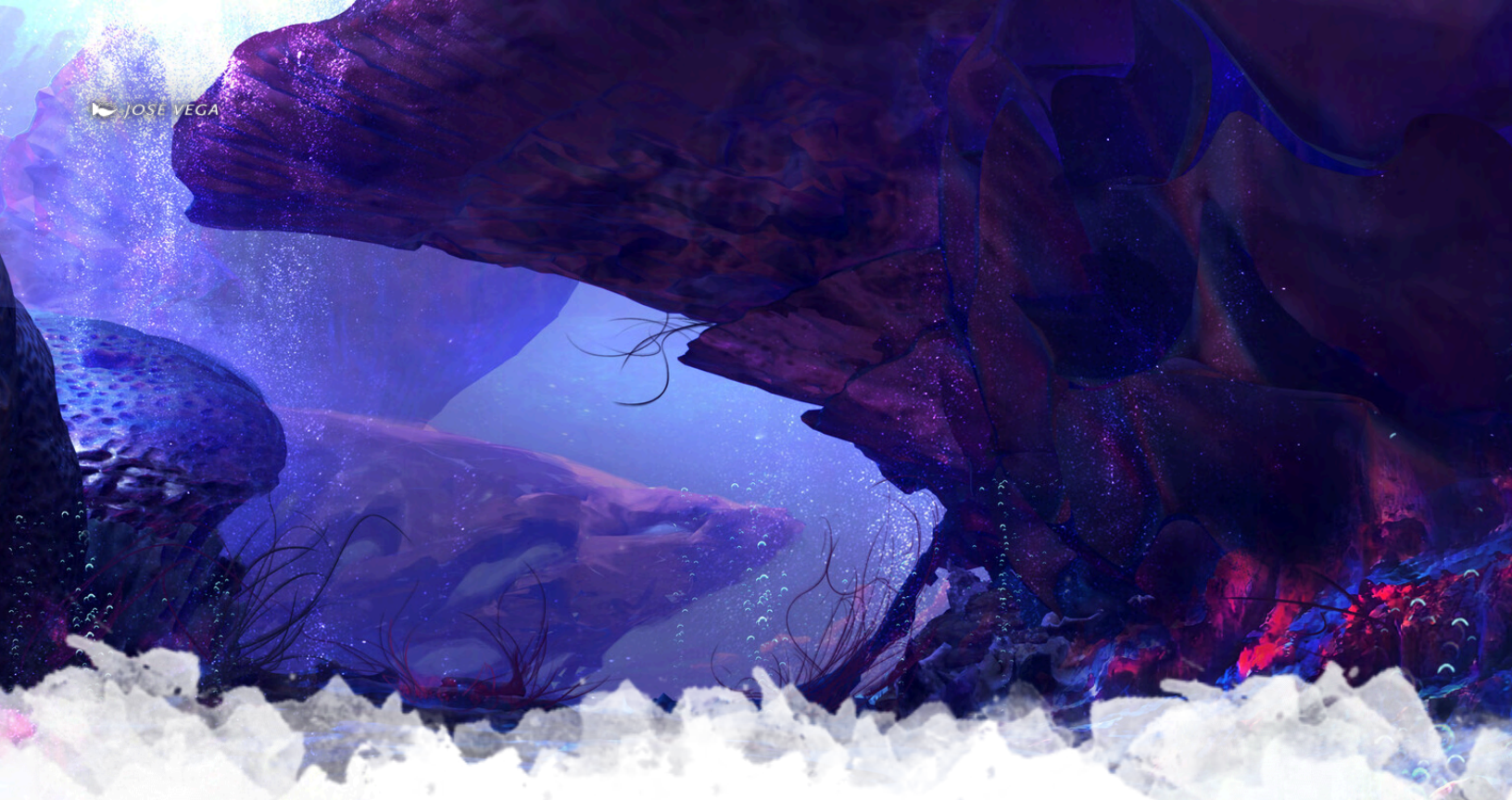
Dunbarrow is known as a haven for witches; those humans who seek magic power unfettered from fae riddles. Here they live in cabins and gather in covens, uncovering ancient secrets and preying on those who stray from Edgewall's roads. Aside from the witches themselves, this place is home to giant spiders and a number of faerie pests.

SWEETTOOTH VILLAGE

Sweettooth Village is a place of legend, and few know its exact location in the wilds. It is a village made entirely of candy; gingerbread houses with frosting shingles, licorice trees and chocolate streets. It is said that a Dunbarrow witch created the place, and would leave trails of gumdrops leading to its location, in order to lure children from nearby villages.

Whether or not the legends are true, the place is very real. Every so often a traveler stumbles upon a gumdrop trail and finds himself in the village. And the village is not abandoned; candied horrors still roam its streets. Those who eat the candy of Sweettooth Village almost always end up as snacks themselves.





LOCH LARENT

A popular lake for fishing in the farthest reaches of Dunbarrow, Loch Larent is a week's journey from Edgewall. Eerie blue lights have been seen to bob and weave below the surface.

Similarly to Lochmere in the realm, Loch Larent is home to native merfolk that live deep underwater. While most merfolk are content to study magic and lore, some present a danger to fishermen, dragging them below the waves.

WINTER'S HOME

Winter's Home is the icy castle created by the witch Hylda during the time of the Wicked Slumber. The main tower stands on a rocky cliff overlooking Loch Larent. The road to the castle is paved with glittering crystal gravel, and a pile of bodies at the outermost drawbridge marks the point most adventurers fell. A series of five portcullises lead to successive fortresses with seemingly never-ending walls and drawbridges leading to nowhere.

Hylda eventually relinquished her crown. Without its magic, Winter's Home is slowly melting.





KINGDOM OF STORMS

The Kingdom of Storms is a kingdom of storm giants situated above the Wilds. A land of cottages, keeps, and towers spread across islands of magical cloud, it can only be reached by climbing massive beanstalks known as Everstalks. Besides its ruling storm giants, its inhabitants include other giant creatures such as geese, oxen, and elemental elk known as tempest harts.

Stormkeld is a massive marble castle in the clouds. It is home to the storm giant Lady Beluna and current location of Indrelon, the Magic Mirror of court Vantress. When Beluna's pet Beanstalk Wurms escape the castle and plant themselves in the ground below, they are known to destroy villages, forming new Everstalks.

TUINVALE

Tuinvale is the home of the High Fae deep within the wilds. Ageless and inhuman, high fae are the oldest creatures in Eldraine, embodying the natural splendor and danger of the wilderness. The high fae are ruled by Talion, the Kindly Lord. Talion is as strange, ancient, and fickle as the wilds of Eldraine, and the Kindly Lord demands fealty and respect from followers.

Talion's court is a palace of hewed stone. Its ground is covered in cool moss and silver grass. The mind-bending structures of the court shift and glimmer as if translucent, and vary from thatched houses the size of mountains to miniature castles populated by miniature knights. Atop a staircase, Talion's glittering throne room within smells of perfume, while the throne itself is shrouded in shadow. Its twisted trees bear jeweled fruit. Adventurers are invited to speak to a High Fae by the appearance of an archway made of ethereal, translucent stone.



CHAPTER TWO

CHARACTER CLASSES

WHEN YOU CREATE A CHARACTER FOR DUNGEONS & DRAGONS, YOU CHOOSE A CLASS FROM THE OPTIONS presented in the *Player's Handbook*. Characters of any class can be found on Eldraine, though some are rarer than others. The following section provides guidelines on playing certain classes in Eldraine, and presents six subclass options. The Artificer class is from *Tasha's Cauldron of Everything*.

Artificers. For artificers, technology on Eldraine is clockwork, and constructs can be brought to life with Fae magic. Alchemists would likely study the flora of the Wilds.

Barbarian. Warriors who channel their rage are most common among the courts of Embereth and Garenbrig, where strength and courage are highly valued.

Bard. Stories and legends are the lifeblood of Eldraine. Bards are abundant across the plane as storytellers, actors, and local musicians.

Cleric. Eldraine has no pantheon of gods. Clerics on Eldraine don't worship deities, but might instead follow powerful entities like Dragons, Giants, or High Fae. The Domains might also represent the virtues of the courts.

Druid. Druids are common on Eldraine as spellcasters with a deep connection to the Wilds and Fae magic.

Fighter. Warriors of all kinds can be found all across Eldraine, both in the Realm and the Wilds.

Monk. Monks aren't common on Eldraine, but might represent pugilists and brawlers who have honed their skills uniquely.

Paladin. Not all knights of Eldraine are Paladins, but Paladins perfectly embody a knight who swears to uphold his court's virtue and channels the magic of the court's relic.

Ranger. Those skilled in navigating both the Realm and the Wilds are highly prized, and the Boundary Lands seek to employ many Rangers to defend them from the dangers of the roads.

Rogue. Rogues are especially common among the species of Wilds, such as Redcaps and Faeries, who use skill and speed to harass the inhabitants of the Realm. Rogues might also represent thieves and specialists from the Realms larger cities.

Sorcerer. Sorcerers have an innate magic, and are common across Eldraine in all places and species.

Warlock. Patrons on Eldraine might be High Fae, Dragons, powerful witches, or powerful creatures from other planes.

Wizard. Wizards would be most common in the Court of Vantress, which values knowledge and magic, but each Court and even the Fae have their own similar magics.



CLERIC SUBCLASS

When you choose a Cleric subclass at level 3, you can choose the Fear Domain subclass detailed in this section.

FEAR DOMAIN

Bring Terror and Turn Foes

In order to become a knight of Embereth, an aspirant must plunge their weapon into the Irencrag, then retrieve it. Doing so fills the mind with whispers of visions of fear, a test for the virtue of courage. Phobomancy is a tradition of magic that seeks to utilize this fear to end battles before they even begin.

LEVEL 3: FEAR DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Fear Domain Spells table, you thereafter always have the listed spells prepared.

FEAR DOMAIN SPELLS

Cleric Level	Spells
3	<i>Arms of Hadar, Crown of Madness, Darkness, Wrathful Smite</i>
5	<i>Fear, Hunger of Hadar</i>
7	<i>Compulsion, Phantasmal Killer</i>
9	<i>Dream, Mislead</i>

LEVEL 3: DREADFUL ASPECT

When you use your Channel Divinity to Turn Undead, you can choose creatures of any creature type, rather than only Undead.

LEVEL 3: BLESSING OF FEAR

As a Magic action, you can choose yourself or a willing creature within 30 feet of yourself to have Advantage on Charisma (Intimidation) checks. This blessing lasts until you finish a Long Rest or you use this feature again.

LEVEL 6: IRENCRAG WHISPERS

When a creature within 30 feet of you makes a D20 Test, you can take a Reaction and expend a use of your Channel Divinity to give that creature a –10 penalty to the roll.

LEVEL 17: AVATAR OF FEAR

You gain Resistance to Psychic damage and Immunity to the Frightened condition.



DRUID SUBCLASS

When you choose a Druid subclass at level 3, you can choose the Circle of Dreams subclass detailed in this section, an update for the Circle of Dreams subclass from *Xanathar's Guide to Everything*.

CIRCLE OF DREAMS

Walk Awake in the Realm of Sleep

Talion, the Lord of the High Fae, cast the Wicked Slumber over Eldraine to push back invaders from another plane. While many simply slept under the spell, some druids drew strength from their dreams and learned to walk its hidden paths even while awake.

LEVEL 3: CIRCLE OF DREAMS SPELLS

When you reach a Druid level specified in the Circle of the Dreams Spells table, you thereafter always have the listed spells prepared.

CIRCLE OF DREAMS SPELLS

Druid Level	Prepared Spells
-------------	-----------------

3	<i>Dancing Lights, Misty Step, Sleep</i>
5	<i>Slow</i>
7	<i>Banishment</i>
9	<i>Dream</i>

LEVEL 3: BALM OF TALION'S COURT

You have a pool of healing power represented by a number of d6s equal to your Druid level. As a Bonus Action, you can choose an ally you can see within 120 feet of you (which could be yourself) and spend a number of those dice up to half your Druid level. Roll the dice and add them together.

The target regains a number of Hit Points equal to the total, and gains 1 Temporary Hit Point per die spent. You regain spent dice when you finish a Long Rest.

LEVEL 6: HEARTH OF MOON AND SHADOW

When you begin a Short or Long Rest, you can create a 30-foot Emanation of magic that remains stationary. While in the Emanation, you and your allies gain a +5 bonus to Dexterity (Stealth) checks and Wisdom (Perception) checks. Sources of Bright Light, such as campfires or torches, aren't visible from outside the Emanation.

The Emanation disappears when you finish the rest or if you leave the Emanation.

LEVEL 10: HIDDEN PATHS

As a Bonus Action, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can take a Magic action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 14: WALKER IN DREAMS

When you finish a Short Rest, you can cast one of the following spells, without expending a spell slot or requiring Material components: *Dream* (with you as the messenger), *Scrying*, or *Teleportation Circle*.

When you cast *Teleportation Circle* this way, it opens a portal to the last location where you finished a Long Rest on your current plane of existence, rather than a permanent teleportation circle whose sigil sequence you know. If you haven't taken a Long Rest on your current plane, the spell fails.

Once you use this feature, you can't use it again until you finish a Long Rest.



FIGHTER SUBCLASS

When you choose a Fighter subclass at level 3, you can choose the Cavalier subclass detailed in this section, an update for the Cavalier subclass from *Xanathar's Guide to Everything*.

CAVALIER

Courageously Charge into Combat

While many knights of the courts engage in mounted combat, Cavaliers excel at it. They lead the charge, and learn to guard their allies from harm with superior positioning and tactics.

LEVEL 3: FAITHFUL STEED

You learn the *Find Steed* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. Wisdom is your spellcasting ability for it.

LEVEL 3: BORN TO THE SADDLE

Mounting a creature costs you 5 feet of movement, rather than half your Speed.

In addition, you have Advantage on saving throws you make to avoid falling off your mount. When you fall off your mount, if you fall no more than 10 feet and don't have the Incapacitated condition, you don't land with Prone condition.

LEVEL 3: UNWAVERING MARK

When you hit a creature with a melee attack, you can immediately take a Bonus Action to mark that creature as your quarry until the end of your next turn or until you have the Incapacitated condition.

The marked target has Disadvantage on attack rolls against creatures other than you, and you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll.

You can use this feature a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 7: WARDING MANEUVER

If you or a creature you can see within 5 feet of you is hit by an attack roll, you can take a Reaction to roll 1d8 and add the total to the target's AC against that attack. If the attack still hits, the target has Resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 10: HOLD THE LINE

You can make Opportunity Attacks against creatures that move 5 feet or more while within your reach. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

LEVEL 15: FEROCIOUS CHARGER

If you move at least 20 feet straight toward a creature immediately before you hit it with a melee attack as part of the Attack action on your turn, the target has the Prone condition if it is Large or smaller. You can use this feature only once per turn.

LEVEL 18: LEGENDARY DEFENDER

You can take up to three Reactions per round, but only one per turn and only to make Opportunity Attacks.



PALADIN SUBCLASS

When you choose a Paladin subclass at level 3, you can choose the Oathbreaker subclass detailed in this section, an update for the Oathbreaker subclass from the *Dungeon Master's Guide* (2014).

OATHBREAKER

Tenets Abandoned

An Oathbreaker is a paladin who breaks their sacred oaths to pursue some dark ambition or serve an evil power. Whatever light burned in the paladin's heart has been extinguished. Only darkness remains.

LEVEL 3: OATHBREAKER SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Vengeance Spells table, you thereafter always have the listed spells prepared.

Paladin Level	Spells
3	<i>Hellish Rebuke, Inflict Wounds</i>
5	<i>Crown of Madness, Darkness</i>
9	<i>Bestow Curse, Summon Undead</i>
13	<i>Blight, Confusion</i>
17	<i>Contagion, Dominate Person</i>

LEVEL 3: DREADFUL ASPECT

As a Magic action, you channel your darkest emotions into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened condition for 1 minute. If a Frightened creature ends its turn more than 30 feet away from you, it can repeat the Wisdom saving throw, ending the effect on itself on a success.

LEVEL 7: AURA OF HATE

While in your Aura of Protection, you and your allies gain a bonus to melee damage rolls equal to your Charisma modifier (minimum of +1).

LEVEL 15: SUPERNATURAL RESISTANCE

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

LEVEL 20: DREAD LORD

As a Magic action, you can fill your Aura of Protection gloomy shadows for 1 minute. Bright Light in the aura is reduced to Dim Light. Your enemies have Disadvantage on attack rolls while in the aura. Whenever a creature that has the Frightened condition starts its turn in aura, it takes 4d10 Psychic damage.

While the shadows last, you can take a Bonus Action to cause the shadows to attack one creature in the aura. Make a melee spell attack against the target. If the attack hits, the target takes Necrotic damage equal to 3d10 + your Charisma modifier.

Once you use this trait, you can't do so again until you finish a Long Rest.



SORCERER SUBCLASS

The Flame Sorcery subclass will be added after the release of *A Planeshifted Guide to Avishkar*.

Check back after the release of *MAGIC: THE GATHERING's Aetherdrift* set!



WIZARD SUBCLASS

When you choose a Wizard subclass at level 3, you can choose the Enchanter subclass detailed in this section, an update for the School of Enchantment subclass from the *Player's Handbook* (2014).

ENCHANTER

Bend Others' Will to Your Own

The faeries, especially the High Fae, are known for magic that beguiles and entrances the mind. Witches seek out this magic to bewitch and trick mortals into bargains, while peaceful wizards seek it out to calm emotions and bring peace. Most enchanters fall somewhere in between.

LEVEL 3: ENCHANTMENT SAVANT

Choose two Wizard spells from the Enchantment school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Enchantment school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: HYPNOTIZE

As a Magic action, choose one creature that you can see within 5 feet of yourself. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or have the Charmed condition until the end of your next turn. While Charmed, the target has the Incapacitated condition and its Speed is 0 and can't increase.

On each of your subsequent turns, you can take a Magic action to extend the duration of this effect until the end of your next turn. The effect ends if the target is ever more than 5 feet away from you, if the target can neither see nor hear you, or if the creature takes damage.

If a creature's saving throw is successful or the effect ends for it, it can't be affected by this feature again until you finish a Long Rest.

LEVEL 6: INSTINCTIVE CHARM

When a creature you can see within 30 feet makes an attack roll against you, you can take a Reaction to divert the attack. The attacker must succeed on a Wisdom saving throw or change the target of its attack to another creature of your choice within range. On a successful save, you can't use this feature on the attacker again until you finish a Long Rest.

Creatures that have Immunity to the Charmed condition automatically succeed on saves against this effect.

LEVEL 10: SPLIT ENCHANTMENT

When you cast a level 1+ Enchantment spell that can be cast with a higher-level spell slot to target an additional creature, such as *Charm Person*, you can increase the spell's effective level by 1.

LEVEL 14: ALTER MEMORIES

When you cast an Enchantment spell, you can modify it so the target doesn't know it was Charmed by you when the spell ends. If you do so, you can permanently eliminate the target's memory of events while Charmed. A *Remove Curse* or *Greater Restoration* spell cast on the target restores the target's memory.

CHAPTER THREE

CHARACTER ORIGINS

DETERMINING YOUR CHARACTER'S ORIGIN INVOLVES CHOOSING A BACKGROUND, A SPECIES, AND TWO languages. When making those choices for a character from Rabiah, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

CHOOSE A BACKGROUND

When you choose a background, choose an option presented in the *Player's Handbook*. Characters of any background can be found on Eldraine, though some are rarer than others.

Acolyte. Religion is not widely practiced on Eldraine. Characters with the Acolyte background might be devout servants of a knightly court, or servants of a powerful entity such as a High Fae, a Dragon, or a Dunbarrow Witch.

Sailor. There is a sea beyond the Wilds, but its location and what lies beyond it are unknown to all but the High Fae. Characters with the Sailor background are likely sailors of one of Eldraine's lakes, such as Lochmere or Loch Larent. These waters are known to harbor pirates who waylay trade ships that carry supplies between the courts.

CHOOSE A SPECIES

When you choose a species, choose from the species options presented in the following section.

At the DM's discretion, if your character is a visitor to Eldraine from another plane of existence, you can choose a species from another book. Species from across the MAGIC: THE GATHERING multiverse can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original *Plane Shift* supplements, and the rest of my [Planeshifted Guides](#) series.

CHOOSE LANGUAGES

When you choose languages, choose from the options presented in the Standard Languages table below. Every player character knows Common, which originated with the humans of Eldraine. The other standard languages originated with the first members of the most prominent species of Eldraine. Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table.

STANDARD LANGUAGES

1d6	Language	Origin
1	Common	Humans
2	Common Sign Language	Humans
3	Dwarvish	Dwarves
4	Elvish	Elves
5	Giant	Giants
6	Goblin	Redcaps

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread on Eldraine. Some features let a character learn a rare language.

RARE LANGUAGES

Language	Origin
Aquan	Merfolk
Druidic	Druids
Celestial	Archons
Deep Speech	Nightmares
Draconic	Dragons
Infernal	Demons
Thieves' Cant	Criminals
Sylvan	High Fae



CHRIS RAHN



SPECIES DESCRIPTIONS

Thirteen species are presented in this section in alphabetical order: Dwarf, Elf, Faerie Borrow, Faerie Pathlight, Faerie Pest, Faun, Human, Ogre, Redcap, Scarecrow, Treefolk, Undine, and Werefox.

DWARF

Most dwarves are stout, squat, and bearded, with complexions similar to humans. They are industrious miners and jewelers who value hard work and independence, and control over natural resources is an important aspect of dwarf society.

While most dwarves highly value their individual ability to take care of themselves and pull their own weight, most ultimately prefer strength in numbers. Dwarves usually choose to live in tight-knit family groups that hold claim to mineral deposits. Each vein of gold or cave of sapphires is controlled by a different clan of dwarves. Dwarf households are underground, carved out of massive crystal and gems and far away from natural light sources.

The majority of dwarves are put off by the hierarchy and stuffiness of the human courts and prefer to live out in the wilds, but the fearless camaraderie of the Court of Embereth appeals to some.

DWARF TRAITS

Creature Type: Humanoid

Size: Medium (about 4-5 feet tall)

Speed: 30 feet

As a Dwarf, you have these special traits.

Darkvision. You have Darkvision with a range of 120 feet.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

ELF

Elves are lithe fair folk that stand just shorter than humans, with a range of earthen skin tones and tall, pointed ears. They bear keen, quick expressions, and their innate connection to the natural world leads them to often patrol the forests as rangers, archers, scouts, and druids.

The elves were the original inhabitants of the Realm before humans. For some elves, especially those who were alive at the time, resentment lingers in their hearts towards the humans and the Realm. Some elves actively hunt humans, just as they hunt deer and boars in the forest. Encounters between elves and humans do not always erupt in violence, but they are almost never warm.

LOCTHWAIN ELVES

When the ancient elven rulers lost their claim, one remained when the others retreated to the wilds. The elven queen Ayara joined the newly formed Realm of humans and helped found the court of Locthwain. Some elves remained with her, or returned from the wilds to join her court. These noble, graceful elves wear elaborate headdresses and elegant attire, and consider themselves more civilized than their bretheren.

WILD ELVES

The elves of the wilds have little in common with their kinfolk who have stayed in the Realm. Among the fair folk, elves are most home in the deep forests of the wilds. They are adept at hiding among the trees and attuned to the mana of the forests. Due to their innate connection to the natural world, elves often patrol the forests as rangers, archers, scouts, and druids.

REDTOOTH ELVES

Redtooth Keep is the last remaining elven citadel, located somewhere in the wilds. The elven inhabitants who live there have all suffered a terrible curse. These elves are represented by the Werefox species, detailed later in this chapter.

TEST

ELVEN LINEAGE

Lineage	Level 1	Level 3	Level 5
Locthwain	You know the <i>Prestidigitation</i> cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	<i>Detect Magic</i>	<i>Misty Step</i>
Wild	Your Speed increases to 35 feet. You also know the <i>Druidcraft</i> cantrip.	<i>Longstrider</i>	<i>Pass Without Trace</i>



ELF TRAITS

Creature Type: Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Fair Folk. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.



FAERIE

The fae of Eldraine are among the most diverse in the multiverse. Though all are winged humanoid creatures, they appear in many different shapes, sizes, and temperaments.

FAERIE BORROWER

Faerie borrowers, also known as thieving fae, stand less than six inches tall, with blue or blue-gray skin and hair, and wings resembling shards of broken glass. True to their name, they take great joy in stealing whatever they can fly away with. Borrowers often adorn themselves with their trophies, filing keys and needles into swords and fashioning buttons and scraps into armor. Borrowers can tend to be cocky and boastful, but are also quick to dart away from battle on their nimble wings. Borrowers are the most common type of faerie encountered in the Realm, where they enjoy infiltrating human homes and castle to pilfer their possessions.

FAERIE BORROWER TRAITS

Creature Type: Fey

Size: Small (about 5-6 inches tall)

Speed: 30 feet

As a Faerie Borrower, you have these special traits.

Fey Passage. You can move through a space as narrow as 1 inch without spending extra movement to do so.

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is your size or larger.

Nimbleness. You can move through the space of any creature, but you can't stop in the same space.

Rare Language. When you choose languages you know, you can choose Sylvan.

Tiny Build. You have Advantage on ability checks you make to end the Grappled condition. You also count as one size smaller when determining your carrying capacity.



FAERIE PATHLIGHTER

Pathlighters, sometimes called meddling fae, have an almost angelic appearance. They are as tall as adult humans with translucent wings, flowing garments, and an eerie glowing aura. Motes of magical light drift around their heads.

Pathlighters love to pry into human affairs. Sometimes they wish to help (like a classic fairy godparent), and other times to harm. In the Wilds, pathlighters use their natural glow to guide the lost; either safely back to the Realm, or deeper to their doom. Though they are fickle, they are the few fae who are sometimes truly benevolent, helping unfortunate souls or granting desperate wishes. Still, most humans are wary to put their fates in the hands of a faerie.

FAERIE PATHLIGHTER TRAITS

Creature Type: Fey

Size: Medium (about 5-7 feet tall)

Speed: 30 feet

As a Faerie Pathlighter, you have these special traits.

Faerie Magic. You know the *Dancing Lights* cantrip. When you reach character level 3, you learn the *Detect Magic* spell. When you reach character level 5, you learn the *Locate Object* spell. You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

Illumination. You shed Dim Light in a 15-foot radius.

Rare Language. When you choose languages you know, you can choose Sylvan.



FAERIE PEST

Faerie pests, also called prankster fae or naughties, are about the size of a human child, with mottled gray skin, sullen white eyes, and feathery black wings. They are considered the most mercurial of the fae, and revel in pranks that cause annoyance, anger, and pain. It is quite common for their "pranks" to turn deadly; they are known to wield thought-manipulating magic along with sharp blades coated in poison for such occasions.

FAERIE PEST TRAITS

Creature Type: Fey

Size: Small (about 2-4 feet tall)

Speed: 30 feet

As a Faerie Pest, you have these special traits.

Faerie Magic. You know the *Mind Sliver* cantrip. When you reach character level 3, you learn the *Bane* spell. When you reach character level 5, you learn the *Blindness/Deafness* spell. You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

Rare Language. When you choose languages you know, you can choose Sylvan.



FAUN

Fauns are humanoids with goat-like traits, including fur, tails, horns, and hooves. Fauns are typically reclusive, living deep in the Wilds in close-knit family units. But during the time of the Wicked Slumber, many fauns have taken charge of the Tanglepsan between the Realm and Wilds and charge a modest toll for escorting travelers, helping them navigate the criss-crossing beanstalk bridges and avoid the trolls that live there.

FAUN TRAITS

Creature Type: Fey

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As an Angel, you have these special traits.

Magic Resistance. You have Advantage on saving throws against spells.

Mirthful Leap. When you make a Long Jump or a High Jump, you can roll 1d8 and add the total to the number of feet you leap, even when making a standing jump.

Ram. You have horns you can use to make Unarmed Strikes. When you use your Unarmed Strike to deal damage with your horns, you can deal 1d6 plus your Strength modifier Piercing damage instead of the normal damage of your Unarmed Strike.

Rare Language. When you choose languages you know, you can choose Sylvan.

Sure-Footed. You have Advantage on saving throws you make to avoid the Prone condition. When you have the Prone condition, you can right yourself with only 5 feet of movement.



HUMAN

Humans in Eldraine are similar to their counterparts in other worlds; varied, numerous, and diverse. They can be found throughout the realm's five courts as peasants, mages, and knights. Most humans avoid the wilds, but witches are shadowy human warlocks who reside in the wilds, so disconnected from the rest of humanity that most consider them to be fair folk.

HUMAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice. Skilled is recommended.



OGRE

Ogres are small giants with big, blocky frames and wedge-like heads, standing nearly twice as tall as most humans. While most ogres live in the Wilds, some are known to make incursions into the Realm and wreak havoc. Among those in the Realm, ogres are renown for having vicious tempers, thick hides, and even thicker skulls.

OGRE TRAITS

Creature Type: Giant

Size: Medium (about 7-8 feet tall)

Speed: 35 feet

As an Ogre, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Giant Step. You can move through the space of any creature that is a size smaller than you, but you can't stop in the same space.

Heavy-Handed When you use your Unarmed Strike to deal damage, you can deal 1d6 plus your Strength modifier Piercing damage instead of the normal damage of your Unarmed Strike.

Long-Limbed When you make a melee attack as part of the Attack action on your turn, your reach for it is 5 feet greater than normal.

Powerful Build You have Advantage on ability checks you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.



REDCAP

Redcaps are mischievous agents of chaos, standing about as tall as a barrel, with distorted features and red hair stained with the blood of their enemies. Redcaps fight without any sense of honor or fair play, specializing in sneak attacks and ambushes. They often launch raids into villages near the edges of the wilds. Redcaps are fierce and reckless in battle, reveling in disrupting human order by instilling fear and chaos. In the realm, redcaps are thought to be entirely lacking courage; they rely solely on cowardly tactics like backstabbing and only ever fighting if they outnumber their opponents. Within the border of the Realm, redcaps have been hunted ruthlessly and their burrows have been burned out, but they still thrive in the wilds.

REDCAP TRAITS

Creature Type: Humanoid

Size: Small (about 3-4 feet tall)

Speed: 30 feet

As a Redcap, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fair Folk. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Fury of the Small. Once per turn when you make a damage roll against a Medium or larger creature, you can deal extra damage equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Nimble Escape. You can take the Disengage or Hide action as a Bonus Action.

Rare Language. When you choose languages you know, you can choose Sylvan.



SCARECROW

The magic of the Great Henge in Garenbrig suffuses the land, and often has the side effect of imbuing constructs with life. Walking henges and gargoyles are not uncommon in Garenbrig, and every so often, a scarecrow left to tend a farm's fields will get off its post in search of adventure.

SCARECROW TRAITS

Creature Type: Construct

Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

Speed: 30 feet

As a Scarecrow, you have these special traits.

Ageless. You are immune to the effects of aging and can't be aged magically.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Repair. If you are targeted by the *Mending* spell, you can spend one Hit Point Die, roll it, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point).

Sleepless. You don't need to sleep and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Terrifying Glare. As a Magic action, you can glare at one creature you can see within 30 feet of you that doesn't have the Blinded condition. That creature must succeed on a Wisdom saving throw (DC equals 8 plus your Charisma modifier and Proficiency Bonus) or have the Frightened condition until the start of your next turn.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Unusual Nature. You don't need food or water, and you can hold your breath indefinitely.



TREEFOLK

Treefolk are sentient and mobile oak trees found in the depths of the Wilds. Though many treefolk rival members of the high fae in age, they rarely interfere with Talion's court, instead serving as guardians and shepherds of their wild groves, dispensing wisdom and blessings to travelers.

TREEFOLK TRAITS

Creature Type: Plant

Size: Medium (about 7-8 feet tall)

Speed: 30 feet

As a Treefolk, you have these special traits.

Barkskin. While you aren't wearing armor, your base Armor Class equals 17.

Plant Camouflage. You have Advantage on Dexterity (Stealth) checks you make in forest terrain.

Rare Language. When you choose languages you know, you can choose Sylvan.

Treefolk Magic. You know the *Druidcraft* cantrip. When you reach character level 3 you learn the *Detect Poison and Disease* spell. When you reach character level 5, you learn the *Speak With Plants* spell. You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Tree Step. As a Bonus Action, you can spend 10 feet of movement to teleport to an unoccupied space you can see within 60 feet. Both the space you leave and your destination must be within 5 feet of a Medium or larger living tree.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



UNDINE

Undines have amber or kelp colored seaweed-like hair and faces resembling humans, though with flat nostril slits and large, shining eyes. They have skin tones ranging from human-like to a bluish gray, and their legs and arms have aquatic fins. They are defined by their compulsive curiosity, obsessed with learning all they can, occasionally to the brink of madness.

Rather than seeking knowledge in service of others, merfolk hoard secrets and lord them over others. As a result, little is known about merfolk origins, customs, or magic. Their connection to knowledge and secrets leads many to take up residence in Lochmere near the Magic Mirror, which they can visit when it is fully submerged. Any potential ties between the merfolk and the Mirror remain a mystery even to those in Vantress, though they are often seen sulking in the shadows whenever human aspirants descend the spiral stairs.

UNDINE TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As an Undine, you have these special traits.

Additional Attunement. You can attune to up to four magic items at once rather than three.

Amphibious. You can breathe air and water.

Cold Resistance. You have Resistance to Cold damage.

Darkvision. You have Darkvision with a range of 60 feet.

Rare Language. When you choose languages you know, you can choose Aquan.

Speech of the Deep. You can communicate simple concepts to Beasts, Elementals, and Monstrosities that have a Swim Speed, and you can use any of the Influence action's skill options with them.

Swim Speed. You have a Swim Speed equal to your Speed.

Undine Magic. You know the *Guidance* cantrip. When you reach character level 3, you learn the *Identify* spell. When you reach character level 5, you learn the *Locate Object* spell. You always have these spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).



WEREOFX

Redtooth Keep is one of the last remaining elven citadels from the time of elven dominion. Long before the Realm, the elven garrison at Redtooth Keep turned away a group of travelers seeking shelter. Before departing, one of the travelers was revealed to be a powerful witch of Dunbarrow and cursed the elves, declaring that their bodies would forever transform to match their hearts' selfish and bestial natures. Each night, the elves of Redtooth Keep are transformed into feral, monstrous werewolves.

The curse of the werewolf is not passed through bites, but inherited by elves who are born from the lineage of the cursed. It is believed that a werewolf's curse can only be broken by a mystical rose known as the Wild Rose, which blooms in moonlight. Elvish archivists work tirelessly to locate roses such as this, though some Redtooth elves embrace their bestial nature.

WEREOFX TRAITS

Creature Type: Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As a Werewolf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Shapechanger. You can transform as a Bonus Action, shape-shifting into a fox-elf hybrid. The transformation lasts for 1 minute or until you end it (no action required). You can transform a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Your transformation gives you the following benefits:

Bite. You grow sharp fangs that last for the duration. When you use your Unarmed Strike to deal damage with your them, you can deal 1d6 plus your Strength modifier Piercing damage instead of the normal damage of your Unarmed Strike.

Monstrous Endurance. When you transform, you gain Temporary Hit Points equal to 2 times your Proficiency Bonus.

Vulpine Nimbleness. Until the transformation ends, your Speed increases by 10 feet.

CHAPTER FOUR

FEATS

THIS SECTION OFFERS A COLLECTION OF FEATS. AT CERTAIN LEVELS, YOUR CLASS GIVES YOU THE ABILITY SCORE Improvement feat or the choice of another feat for which you qualify. Whenever you're offered a choice of feat, you can choose from the additional options presented in this section.

FEAT DESCRIPTIONS

The feats are presented in alphabetical order.

MINER

General Feat (Prerequisite: Level 4+)

You gain the following benefits:

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Jeweler's Tools. You gain proficiency with Jeweler's Tools if you don't already have it.

Siege. When you hit an object with a weapon with which you have proficiency, the hit is a Critical Hit.

Treasure Sense. As a Search action, you can pinpoint the location of precious metals and stones, such as coins and gems, within 60 feet of you.

SMITH

General Feat (Prerequisite: Level 4+)

You gain the following benefits:

Ability Score Increase. Increase your Strength or Intelligence score by 1, to a maximum of 20.

Smith's Tools. You gain proficiency with Smith's Tools if you don't already have it.

Field Repair. As a Utilize action using Smith's Tools, you can repair a piece of armor or a weapon you touch. You remove any penalty of -1 or greater the item has, either to the AC it offers or to its attack rolls and damage rolls.

Improve Arms. With 1 hour of work or when you finish a Long Rest, you can improve a number of weapons and/or armor equal to your Proficiency Bonus if you have Smith's Tools on hand. These improvements last 8 hours after being made. Improved armor has a +1 bonus to the AC it offers. An improved weapon has a +1 bonus to attack and damage rolls.

TRAPPER

General Feat (Prerequisite: Level 4+)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Thieves' Tools. You gain proficiency with Thieves' Tools if you don't already have it.

Expert Traps. When you take a Utilize action to use Ball Bearings, Caltrops, or to set a Hunting Trap, you can replace the DC to avoid or end the item's effect. The new DC is 8 plus the modifier of the ability increased by this feat and your Proficiency Bonus.

Craft Trap. When you finish a Long Rest, you can craft Ball Bearings, Caltrops, or a Hunting Trap, provided you have Thieves' Tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

VIRTUOUS

General Feat (Prerequisite: Level 4+)

Choose a court from the Court Virtue table. You have Advantage on ability checks and saving throws you make with the ability determined by that court, as shown on the table.

COURT VIRTUE

Court	Ability
Ardenvale	Charisma
Embereth	Wisdom
Garenbrig	Strength
Lothwain	Constitution
Vantress	Intelligence
Verdant	Dexterity

CHAPTER FIVE

SPELLS

MAGIC FUNCTIONS ON ELDRAINE AS IT DOES IN MOST OTHER D&D SETTINGS. LIKE OTHER PLANES IN THE MAGIC: THE GATHERING multiverse, Eldraine has its own mana that spellcasters can draw from to cast spells. This chapter provides descriptions of common spells used on Eldraine. See the *Player's Handbook* for rules on casting spells and how to read a spell description.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Tasha's Cauldron of Everything*.

AWAKEN OBJECT

Level 5 Transmutation (Artificer, Bard, Sorcerer, Wizard)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (a ruby worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You spend the casting time tracing magical pathways within a precious gemstone, and then touch the target. The target must be a nonmagical object that isn't a creature. The target becomes a Construct creature that is Friendly to you and your allies. The creature gains the ability to move and gains Blindsight with a range of 60 feet.

The DM chooses statistics appropriate for the awakened object, such as the statistics for the **Flying Sword** or **Rug of Smothering** in the *Monster Manual*.

BANISH INTO FABLE

Level 6 Abjuration (Bard, Cleric, Paladin, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a blank sheet of canvas worth 1+ SP)

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Charisma saving throw. On a failed save, the target is trapped in an extradimensional space inside the canvas used as the spell's Material component until the spell ends. The canvas is altered for the duration, depicting a portrait of the target. It is a Tiny object with AC 11, HP 1, and Immunity to Poison and Psychic damage. The spell ends early if the canvas is destroyed.

While trapped, the target has the Incapacitated condition. The target can see and hear through the canvas, but can't move or speak. When the spell ends, the target reappears in an unoccupied space within 5 feet of the canvas.

Using a Higher-Level Spell Slot. If you use a level 9 spell slot, the spell doesn't require Concentration and lasts until dispelled.

BINDING ICE

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self (30-foot Cone)

Components: V, S, M (a vial of meltwater)

Duration: Instantaneous

Each creature in a 30-foot Cone originating from you makes a Constitution saving throw. On a failed save, a creature takes 3d6 Cold damage and has the Restrained condition for 1 minute. On a successful save, a creature takes half damage only.

A Restrained target or a creature within 5 feet of it can take an action to free the target, ending the condition.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

BURN TOGETHER

Level 5 Evocation (Cleric, Paladin, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are reduced to 0 Hit Points

Range: Self

Components: V, S

Duration: Instantaneous

You explode in a burst of green flame. Each creature in a 30-foot Emanation makes a Dexterity saving throw, taking 10d8 Fire damage on a failed save or half as much damage on a successful. Your allies have Advantage on the save.

You and everything nonmagical you are wearing and carrying disappear. You can be revived only by a *True Resurrection* or a *Wish* spell.

CATNAP

Level 3 Enchantment (Artificer, Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: S, M (a pinch of sand)

Duration: 10 minutes

Up to three willing creatures of your choice that you can see within range have the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect. If a target has the Unconscious condition for the full duration, that target gains the benefit of a Short Rest, and it can't be affected by this spell again until it finishes a Long Rest.

Creatures that don't sleep or that have Immunity to the Exhaustion condition can't be affected by this spell.

CHILL METAL

Level 2 Transmutation (Artificer, Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a piece of iron and an ice cube)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. You cause the object to chill and frost over. Any creature in physical contact with the object takes 2d8 Cold damage when you cast the spell. Until the spell ends, you can take a Bonus Action on each of your later turns to deal this damage again if the object is within range.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, its Speed is halved until the start of your next turn.

If the object is underwater when you cast the spell, the object ascends at a rate of 60 feet per round until the spell ends or the object reaches the surface.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

CONFUSE LANGUAGES

Level 1 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of brick and mortar)

Duration: Concentration, up to 1 hour

A creature you touch makes an Intelligence saving throw. Until the spell ends, a target that fails this save can't understand any language it hears, reads, or sees signed. The target also can't speak or sign in any language, though it can still make sounds and gestures.

If another creature takes a Study action, the creature can understand the target with a successful Intelligence check against your spell save DC. This understanding lasts until the end of the target's next turn.

The target repeats the save at the end of each of its turns, ending the spell on itself on a success.

DISARM

Level 1 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a bit of string)

Duration: Instantaneous

Choose an object held by a creature you can see within range. The creature must succeed on a Strength saving throw, or the object flies from its hands to a space of your choice within 15 feet of the target.

DIMENSIONAL ANCHOR

Level 4 Abjuration (Cleric, Paladin, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Make a ranged spell attack against one creature or object you can see within range. On a hit, the target becomes wreathed in shimmering green energy for the duration. Until the spell ends, the target can't teleport or move through portals, such as those created by the *Gate* spell. The spell proofs the target against planar travel, and therefore prevents it from accessing other planes of existence or using the *Plane Shift* spell. If the target was summoned or created by another spell, the target still disappears when that spell ends.

FUMBLE

Level 4 Enchantment (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a dab of solidified milk fat)

Duration: Concentration, up to 1 minute

You create an area of bad luck in a 30-foot Cube centered on a point you can see within range that lasts for the duration. The spell creates the effects below within the Cube.

Drop. When the Cube appears, each creature holding one or more objects in its hands must succeed on a Dexterity saving throw or drop whatever it is holding. While in the Cube, A creature that makes an attack roll with a weapon or takes the Utilize action must also succeed on that save or drop whatever it is holding.

Trip. When the Cube appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the Cube or ends its turn there must also succeed on that save or fall Prone.

GUARDIAN OF NATURE

Level 4 Transmutation (Druid, Ranger)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You shape-shift into the form of a nature spirit for the duration. Choose one of the following options.

Primal Beast. Bestial fur covers your body and your facial features become feral. While in this form, your Speed increases by 10 feet, you have Darkvision with a range of 120 feet, you have Advantage on attack rolls you make that use your Strength modifier, and when you hit with a melee attack, it deals an extra 1d6 Force damage.

Great Tree. Your skin assumes a bark-like appearance and leaves sprout from your hair. When you shape-shift into this form, you gain 10 Temporary Hit Points. While in this form, you have Advantage on Constitution saving throws and on attack rolls you make that use your Wisdom or Dexterity modifier. While you are on the ground, the ground around you in a 15-foot Emanation is Difficult Terrain for your enemies.

MISCHIEF

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: S, M (a piece of crust from an apple pie)

Duration: Concentration, up to 1 minute

Until the spell ends, tiny Fey spirits fill a 20-foot Cube you can see within range. When the Cube appears, roll on the table below to determine its effect. Each creature in the Cube when you roll must succeed on a saving throw or have a condition until the start of your next turn, as determined by the table. At the start of each of your turns for the duration, you can move the Cube up to 10 feet and roll again.

d6	Saving Throw	Condition
1	Strength	Restrained
2	Dexterity	Prone
3	Constitution	Blinded
4	Intelligence	Frightened
5	Wisdom	Incapacitated
6	Charisma	Charmed



OPT

Level 3 Conjuration (Artificer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You reach into the weave to choose a temporary magic item. The DM presents two Uncommon magic items, either choosing from or rolling on the Arcana tables in the *Dungeon Master's Guide*, and you choose one of those items. The chosen magic item appears in your hand. If it requires Attunement, you attune to it immediately if you meet the prerequisites. The magic item and its effects last for the duration.

Using a Higher-Level Spell Slot. The DM presents magic items of a higher rarity with a spell slot of level 5–6 (Rare), 7–8 (Very Rare), or 9 (Legendary).

QUICK STUDY

Level 2 Divination (Artificer, Ranger, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: Instantaneous

One creature you can see within range makes a Charisma saving throw. On a failed save, you learn two of the following facts of your choice about the target:

- The target's Armor Class
- The target's Resistances
- Any special Senses the target has
- The target's Immunities
- The target's Vulnerabilities

SNARE

Level 1 Abjuration (Artificer, Druid, Ranger, Wizard)

Casting Time: Action or 1 minute

Range: Touch

Components: S, M (a length of rope worth 1+ GP, which the spell consumes)

Duration: Special

You create a magical trap on the ground in a 5-foot square centered on a point you can see within range that lasts for the duration. The trap is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice.

The trap triggers when a creature enters the spell's area. That creature must succeed on a Dexterity saving throw or have the Restrained condition until the spell ends.

The spell's duration depends on the casting time you use. If you cast the spell as an action, the duration is 1 minute. If you cast the spell over 1 minute, the duration is 8 hours.

TURN SPELL

Level 5 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when a spell attack misses you or you succeed on a saving throw against a spell that targeted only you and didn't create an area of effect

Range: Self

Components: S, M (a silver mirror)

Duration: Instantaneous

You attempt to deflect the spell back at its caster. The caster must make a Dexterity saving throw against that spell using their own spell save DC. If that spell was level 8 or higher, the caster succeeds automatically.

SPECTER'S SHRIEK

Level 4 Necromancy (Bard, Warlock, Wizard)

Casting Time: Action

Range: Self (15-foot Emanation)

Components: V

Duration: Concentration, up to 1 minute

You mimic the keening wail of a **Specter of Night**. Each creature in 15-foot Emanation originating from you must succeed on a Constitution saving throw or be cursed for the duration. While cursed, the target can't regain Hit Points and has Disadvantage on Death Saving Throws. Attack rolls against a cursed target have Advantage if the attacker can see it. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

SUMMON SWARM

Level 3 Conjuration (Druid, Ranger, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a cube of sugar, a bit of cheese, and gilded lure worth 300+ GP)

Duration: Concentration, up to 1 hour

You call forth a swarm of nature spirits. It manifests in an unoccupied space that you can see within range and uses the Swarm Spirit stat block. When you cast the spell, choose an environment: Air, Land, or Water. The swarm resembles animals of your choice that are native to the chosen environment, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.



SWARM SPIRIT

Medium Swarm of Tiny Beasts, Neutral

AC 12 + the spell's level

HP 20 (Air only) or 30 (Land or Water only) + 10 for each spell level above 3

Speed 30 ft., Climb 30 ft. (Land only), Fly 60 ft. (Air only), Swim 30 ft. (Water only)

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	13	+1	+1	DEX	16	+3	+3	CON	16	+3	+3
INT	4	-3	-3	WIS	16	+3	+3	CHA	5	-3	-3

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 13

Languages understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Flyby (Air Only). The swarm doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Swarm. The swarm can move through a space narrow enough for a Tiny creature without spending extra movement to do so, and can end its turn in another creature's space.

The swarm can't regain Hit Points or gain Temporary Hit Points.

Water Breathing (Water Only). The swarm can breathe only underwater.

ACTIONS

Multiattack. The swarm makes a number of Overwhelm attacks equal to half this spell's level (round down).

Overwhelm. *Dexterity Saving Throw:* DC equals your spell save DC, one creature in the swarm's space. *Failure:* 2d6 + 3 + the spell's level Piercing damage, or 1d6 + 3 + the spell's level Piercing damage if the swarm is Bloodied.

WRISTPOCKET

Level 2 Conjuration (Artificer, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

One object you touch disappears into a pocket dimension for the duration. The object can't be worn or held by another creature and can't weigh more than 5 pounds.

As a Magic action on your later turns, you can cause the object to reappear in your hand, or disappear back to the pocket dimension. When the spell ends, the object reappears in your hand if it is still in the pocket dimension. If you have no hand free, the object falls to the ground in your space.

APPENDIX A: MAGIC ITEMS

THIS SECTION PROVIDES RULES FOR MAGIC ITEMS THAT CAN BE FOUND ON ELDRAINE. SEE THE *DUNGEON MASTER'S Guide* for how to use magic items.

MAGIC ITEM DESCRIPTIONS

The magic items are presented in alphabetical order.

AGATHA'S SOUL CAULDRON

Wondrous Item, Artifact (Requires Attunement)

The Soul Cauldron, also known as the Vile Cauldron, was originally owned by Talion, kindly lord of the High Fae, and was given to the witch Agatha in exchange for her help in casting *Wicked Slumber*.

This Medium cauldron is made of iron and is embossed with a faerie-like visage. Newts can often be found clambering on its exterior.

If you place the corpse of a Medium or smaller creature into the cauldron and fill it with 30 gallons of water (which costs 10 GP), the cauldron bubbles with green acid and consumes the corpse and the water. The creature can be revived only by a *True Resurrection* or a *Wish* spell.

Bound Soul When a creature's corpse is consumed, the creature becomes bound to the cauldron, and the cauldron gains 7 charges. If another creature becomes bound to the cauldron, the first bond ends, and the cauldron regains all expended charges.

Using the Cauldron. While you are within 120 feet of the cauldron and attuned to it, you can expend 1 or more charges to cast a spell that the bound creature knew in life. The level of the spell must be equal to or lower than the number of charges expended.

Alternatively, you can expend 1 charge as a Magic action to make one attack in the creature's stat block. If you don't have the proper anatomy or item for the attack, you temporarily shape-shift to perform the attack.

ARCANE SIGNET

Ring, Rare (Requires Attunement by a Spellcaster)

While wearing this ring, you can take a Magic action to regain one expended spell slot of level 6 or lower. Once you use the ring, it can't be used again until the next dawn.

COLD IRON WEAPON

Weapon (Any Ammunition or Melee Weapon), Uncommon

This weapon or piece of ammunition is made of cold iron, mined deep underground and forged with low heat. Whenever this weapon or piece of ammunition hits a Fey creature, the target has Vulnerability to the attack's damage.

EMBERCLEFT

Weapon (Longsword), Artifact (Requires Attunement)

This legendary sword was once gifted to a knight of Embereth by the Irencrag, a sign of true worthiness. With its original master gone, the Irencrag seeks a new champion for it. The sword is warm to the touch and crackles with red arcs of lightning.

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. It has the Cleave mastery property.

Believe. As long as *Embercleft* is on the same plane of existence as you while you are attuned to it, you can summon it as a Bonus Action, causing it to teleport instantly to your hand. You also can't be disarmed of *Embercleft* unless you have the Incapacitated condition.

ERINETTE'S TEMPTING APPLE

Wondrous Item, Artifact (Requires Attunement)

The Tempting Apple was originally owned by Talion, kindly lord of the High Fae, and was given to the witch Eriette in exchange for her help in casting *Wicked Slumber*.

This Tiny apple appears to be made of dazzling faceted glass. It gives off a strange purple haze that fills its space.

Spellcasting. The apple has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While holding the apple, you can cast a spell from it. A spell cast from the apple has a save DC of 20. Choose the spell from the following list: *Catnap** (2 charges), *Confusion* (2 charges), *Sleep* (1 charge), *Hold Monster* (3 charges), *Power Word Stun* (5 charges).

Beguiling Bite. Another creature can take a Utilize action to take a bite of the apple while you are attuned to it. A creature that bites from the apple has the Charmed condition as is Friendly to you. The Charmed condition ends if the creature is targeted by *Remove Curse* or similar magic. After the apple has been bitten, it regrows any missing parts.

* See [chapter 5](#)

FAERIE DUST

Wondrous Item, Uncommon

As a Utilize action, you can sprinkle this dust on yourself or another creature within 5 feet of yourself. The creature exposed to the dust gains a Fly Speed of 30 feet for 1 minute and can hover. If the creature is in the air when the effect ends, it falls safely to the ground, taking no damage from the fall.

HYLDA'S ICY CROWN

Wondrous Item, Artifact (Requires Attunement)

The Icy Crown, also known as the Crown of Winter, was originally owned by Talion, kindly lord of the High Fae, and was given to the witch Hylda in exchange for her help in casting *Wicked Slumber*.

The crown has 7 charges and regains 1d4 + 3 expended charges daily at dawn. While wearing the crown, you can cast one of the spells on the following table from it (save DC 18). The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
<i>Cone of Cold</i>	3
<i>Ice Knife</i> (level 3 version)	1
<i>Ice Storm</i>	2
<i>Ray of Frost</i>	0
<i>Sleet Storm</i>	1
<i>Wall of Ice</i>	3

LUCKY CLOVER

Wondrous Item, Uncommon

When you roll a 1 on the d20 of a D20 Test while wearing this amulet, you can take a Reaction to reroll the die, and you must use the new roll.

MACE OF THE VALIANT

Weapon (Mace), Very Rare

You gain a bonus to attack rolls and damage rolls made with this magic weapon equal to the number of allies you can see within 30 feet of yourself, up to a maximum bonus of +3. In addition, as long as this weapon is within your reach and you are attuned to it, you have Advantage on Initiative rolls.

MAGIC BEAN

Wondrous Item, Rare

This magic bean comes from a *Bag of Beans*. If you eat the bean as a Utilize action, you shape-shift into a **Beanstalk Giant** for 1 hour (see [Appendix D](#)). Your game statistics are replaced by the stat block of the Giant, but you retain your alignment, personality, creature type, Hit Points, and Hit Point Dice. Your gear melds into the new form, and you can't use or otherwise benefit from any of that equipment. You gain a number of Temporary Hit Points equal to the Hit Points of the Giant, and you revert to your original form if you have no Temporary Hit Points left.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean disappears as it produces an effect 1 minute later from the ground where it was planted. A giant beanstalk sprouts, the top of which leads to leads to Stormkeld.

MANTLE OF TIDES

Wondrous Item, Very Rare (Requires Attunement)

This cloak always flows as though it were underwater.

The cloak has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the cloak, you can cast a spell from it. Choose the spell from the following list: *Locate Object* (1 charge), *Locate Creature* (4 charges), *Detect Magic* (1 charge), *Locate Animals or Plants* (1 charge), *Legend Lore* (5 charges).

POTION OF FORTYFING

Potion, Common

When you drink this potion, you regain 4 Hit Points, and the potion provides enough nourishment to sustain you for one day. This potion's silvery liquid liquid sheds Dim Light in a 5-foot radius.

QUESTING SWORD

Weapon (Greatsword, Longsword, Rapier, Scimitar, or Shortsword), *Legendary* (Requires Attunement)

These gilded swords are given by the **Questing Beast** to aspirants of the High Quest, those chosen to become knighted by all five courts and destined for High Regency of the Realm.

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon.

While holding the sword, you can reduce some or all of the weapon's bonus to cast spells. The table indicates by how much the bonus to attack rolls and damage rolls must be reduced to cast the spell. The adjusted bonus remains in effect until the next dawn. If you reduce the bonus by 3, the sword permanently becomes nonmagical.

Spell	Bonus Reduction
<i>Greater Restoration</i>	–2
<i>Lesser Restoration</i>	–1
<i>Raise Dead</i>	–3
<i>Revivify</i>	–2

SHINING ARMOR

Armor (Any Medium or Heavy, except Hide Armor), *Common*

In Dim Light, this armor sheds Bright Light in a 15-foot radius.

SORCEROUS SPYGLASS

Wondrous Item, Rare

This elegant brass spyglass features an intricate lens mechanism. While looking through this spyglass, you have Advantage on Wisdom (Perception) checks that rely on sight. You can also see a faint aura around any visible creature or object that bears magic, and if an effect was created by a spell, you learn the spell's school of magic.

SOUL-GUIDE LANTERN

Wondrous Item, Uncommon

This hooded lantern uses no flame and magically sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. An Undead creature that starts its turn in the Bright Light must succeed on a DC 15 Wisdom saving throw or have the Frightened and Incapacitated conditions until the end of its turn. While Frightened, it tries to move as far from the light as it can on its turn. You can take a Utilize action to lower the lantern's hood, reducing its light to Dim Light in a 5-foot radius.



APPENDIX B: DM TOOLS

THIS CHAPTER PROVIDES ADVICE ON TOPICS THAT ARE LIKELY TO SURFACE AS YOU PREPARE OR RUN A D&D GAME set in Eldraine, as well as rules for adventure elements. It presents the curses unique to Eldraine, as well as rules for using renown to track the party's standing with Eldraine's factions.

CURSES

A curse is a magical burden that lasts for a specified time or until it is ended by some means. Every curse has rules that govern it. In the world of Eldraine, curses take the following forms.

BESTOW CURSE

The simplest curses are created by the *Bestow Curse* spell. The effects of such curses are limited and can be ended by the *Remove Curse* spell.

POLYMORPH

On Eldraine, spells and magical effects that force creatures to shape-shift against their will, such as the *Polymorph* spell, are considered curses. The effects of such magic can be ended by the *Remove Curse* spell.

FLESH TO STONE

The *Flesh to Stone* spell is also considered a curse on Eldraine. It can be ended with *Remove Curse*, in addition to *Greater Restoration*.

UNIQUE CURSES

The following section presents new curses unique to Eldraine.

THE CURSE OF THE WEREOFX

Curse

Long ago, the elven garrison at Redtooth Keep turned away a group of travelers seeking shelter. Before departing, one of the travelers was revealed to be a powerful witch and cursed the elves, declaring that their bodies would forever transform to match their hearts' selfish and bestial natures.

By day, the elves of Redtooth Keep are agile and adept rangers, expertly patrolling the lands around the Keep. But each night, the elves of Redtooth Keep transform into feral, monstrous werefoxes.

Effects of the Curse. The cursed creature shape-shifts into an elf-fox hybrid each night. A cursed monster has its stat block replaced by that of the **Redtooth Werefox** in [Appendix D](#). A cursed player character replaces its species traits with those of the Werefox species.

Becoming Cursed. Typically, the curse only affects the original elves of Redtooth Keep. But a powerful witch who casts *Bestow Curse* at level 9 might be able to cast this curse.

Ending the Curse. An elf's curse can only be ended by a mystical rose known as a Wild Rose, which blooms only moonlight. It is guarded by an **Archon** (see [Appendix D](#)). This is the premise of the Curse of Redtooth Keep adventure from *On An Adventure* (coming soon).

THE WICKED SLUMBER

Curse

Eldraine suffered great losses during the Phyrexian Invasion. Talion, the fae Lord of the Wilds, was forced to join with the three witch sisters Agatha, Eriette, and Hylda to cast the Wicked Slumber on the plane to halt the Invasion.

However, the curse did not lift after the invasion's conclusion, but instead the witch Eriette extended the curse to the plane's living inhabitants, hoping to build a realm of her own where all the plane's inhabitants were subservient to her will.

Though Eriette was eventually stopped, the curse and its effects still linger across Eldraine.

Effects of the Curse. The cursed creature has the Unconscious condition until the curse ends. While cursed, the creature's mind is transported to the realm of dreams, inhabited by nightmares (see Appendices C and D). Creatures that don't sleep or that have Immunity to the Exhaustion condition are immune to this curse.

Spreading the Curse. Where a cursed creature sleeps, a magical purple mist looms in a 10-foot Emanation originating from the cursed creature. Each creature that starts its turn in the Emanation must succeed on a DC 19 Constitution saving throw or become cursed.

Ending the Curse. With Eriette gone, the lingering curse is usually strengthened by another creature, such as witch or nightmare (see [Appendix D](#)). Stopping this creature can end the curse for nearby cursed creatures.

RENOWN

Using the optional rules for renown from the *Dungeon Master's Guide*, you can track characters' standing with the five courts of Eldraine. As their standing changes, they gain or lose access to certain perks.

RENOWN SCORE

Each character's Renown Score starts at 0, then increases as the character earns favor and reputation within a court. Players track renown separately for each court.

GAINING RENOWN

A character can increase their renown in the following ways.

- Be Virtuous.** Each faction has actions and accomplishments that a character can perform to increase that character's Renown Score by 1, as detailed in the Virtuous Renown table. A character typically benefits from this virtuous renown only once per adventure.
- Complete Quests.** Advancing a group's interests increases a character's Renown Score within that group by 1. Completing a mission specifically assigned by that group or that directly benefits the group increases the character's Renown Score by 2. Hugely significant quests might grant Renown Score increases of 3 or 4 at once.

VIRTUOUS RENOWN

Court	Example Activity
Ardenvale	Sacrificing oneself to save an ally
Embereth	Facing one's fears head on
Garenbrig	Defeating a more powerful enemy
Lothwain	Refusing to give up in the face of failure
Vantress	Uncovering a unique magic item or piece of lore

RENOWN BENEFITS

When character's reach certain Renown Scores with a court, they gain certain benefits, as detailed in this section. The benefits are listed in order of required renown.

COURT GUEST

Benefit (Prerequisite: Renown Score 1)

You have shown yourself to be aligned with the interests of the court, and can move through the court's territory unimpeded by its knights.

SQUIRE

Benefit (Prerequisite: Renown Score 3)

You have proven dedication to the court with your assistance, and are considered an aspirant towards knighthood. You receive the following benefits:

- Attitude.** Other members of the court are Friendly to you by default.
- Discount.** You get a discount on certain types of equipment determined by your court, as shown on the Renown Discount table below.

RENOWN DISCOUNT

Court	Equipment
Ardenvale	Antitoxin, Potions of Healing
Embereth	Armor, Ball Bearings, Caltrops, Torches
Garenbrig	Ammunition, Weapons
Lothwain	Artisan's Tools, Gaming Sets, Musical Instruments
Vantress	Acid, Alchemist's Fire, Books, Parchment

ASPIRANT

Benefit (Prerequisite: Renown Score 5)

- You have proven your dedication to the court and may take the trial of knighthood.
- Ardenvale.** You must walk through the flames of the Circle of Loyalty in Ardenvale Castle. The magic of the flames can detect your thoughts and alignment. If you are not loyal to the court when you walk through the circle, you will take 1d4 Fire damage and 1d4 Radiant damage and start burning. If you walk through unscathed, you gain the Knight rank.
 - Embereth.** You must plunge a weapon into the Irencrag in the Burning Yard. Then, you must retrieve it from the stone. The Irencrag will whisper to you about your greatest fears, which you must overcome. You must succeed on a DC 15 Wisdom saving throw to retrieve your weapon. On a successful save, you gain the Knight rank.
 - Garenbrig.** You must achieve a feat of great strength, beyond what can be expected of your species and size. Only King Yorvo in Castle Garenbrig can judge whether your feat of strength is worthy of knighthood. The DM may ask for a successful DC 15 Strength check to gain the Knight rank.
 - Lothwain.** You must find a magic item in the wilds and bring it to a respected knight of Lothwain to gain the Knight rank.
 - Vantress.** You must tell a secret or piece of lore to the Magic Mirror that it does not yet know. The mirror is currently in Stormkeld, the castle of the storm giant Lady Beluna, high above in the Kingdom of Storms. Alternatively, you can tell the secret to Gadwick, the archmage of Castle Vantress. If the Magic Mirror or Gadwick did not already the secret or lore, you gain the Knight rank.



KNIGHT

Benefit (Prerequisite: Completed the Trial Detailed in the "Aspirant" Benefit)

You are now a respected knight of the court. You gain the following benefits:

Allies. Other members of the court act as your allies in combat by default.

Knight's Mount. You gain a **Warhorse** that serves as your mount. If you lose your mount or it dies, you can acquire a new one at your court's castle stables.

ELITE KNIGHT

Benefit (Prerequisite: Renown Score 10, "Knight" Benefit)

You can replace the **Warhorse** granted by the Knight benefit with a unique mount determined by your court, as shown in the Elite Mounts table. If you lose your mount or it dies, you can acquire a new one at your court's castle stables.

ELITE MOUNTS

Court	Mount
Any	Pegasus
Ardenvale	Griffin
Embereth	Giant Lizard
Garenbring	Brown Bear, Giant Boar
Lothwain	Giant Raven
Vantress	Giant Owl

ELITE KNIGHT

Benefit (Prerequisite: Renown Score 10)

You can purchase magic items from your court's castle, as shown in the Magic Requisitions table.

MAGIC REQUISITIONS

Court	Magic Items
Ardenvale	+1 Shield, Sentinel Shield
Embereth	+1 Armor, Potion of Fire Resistance
Garenbring	+1 Weapon, Potion of Growth
Lothwain	Cloak of Protection, Wand of Secrets
Vantress	Enspelled Weapon (Cantrip or Level 1), Wand of Detect Magic

APPENDIX C: COSMOLOGY

THE WORLDS OF MAGIC: THE GATHERING ARE PART OF AN IMMENSE MULTIVERSE, A COLLECTION OF PLANES EACH with their own unique histories and people. Almost every plane has a unique theme to explore, from the mythic odysseys of greek-inspired Theros, to the cyberpunk adventures of Japan-inspired Kamigawa.

THE PLANES

The planes are the different worlds and dimensions in the MAGIC multiverse. They fall into the following categories.

Blind Eternities. The Blind Eternities is the term used to describe the void between planes. It is filled with the chaotic energies of aether and mana. The Edge is a plane that sits outside the rest of the multiverse and borders the Blind Eternities.

Planes. The distinct worlds of MAGIC are called planes, and are similar to the Material plane in other D&D cosmologies.

Realms. When a MAGIC plane has its own smaller planes within it, these are called realms. Most planes have a mortal realm alongside a spirit realm or afterlife. Kaldheim is a plane with ten distinct realms.

Refractions. If a plane has multiple versions of itself, like a parallel universe, these are called refractions. Rabiah is a plane with 1,001 refractions. You may use the concept of refractions to help explain deviations from the MAGIC Story within your campaign.

PLANAR TRAVEL

Travel between planes is a common theme in the worlds of MAGIC. Some adventures only take place on a single plane, while other campaigns branch into the wider multiverse.

OMENPATHS

Omenpaths are portals that allow travel between the planes. They were created during the Phyrexian Invasion, a multiversal event wherein the machine legion of New Phyrexia invaded multiple planes. Omenpaths can vary in appearance, size, and stability. Some may even be mobile.

Traveling the omenpaths is the easiest way to move between planes, but it's far from easy. It requires careful planning and mapping of the omenpaths to prevent getting lost or stranded on an unknown plane.

The official Avishkari Omenpath Classification System is a simple, colloquial system that attempts to batch omenpaths into three recognizable categories.

Evergreen. Evergreen Omenpaths are stable Omenpaths that opened in the wake of the Phyrexian invasion and have not yet closed.

Deciduous. Though not permanent, Deciduous Omenpaths are considered stable in that they open and close on regular, predictable cycles.

Instanced. Instanced Omenpaths are any other Omenpaths, including those that have recently opened and are undergoing evaluations to determine their stability and/or regularity. They might be open for days or mere seconds.



VOLKAN BAGA



KNOWN OMENPATHS

The locations and destinations of confirmed omenpaths, evergreen or deciduous, are listed in the tables below.

KNOWN EVERGREEN OMENPATHS

Destination 1	Destination 2
Amonkhet	Muraganda
Amonkhet	Ghirapur, Avishkar
Ghirapur, Avishkar	Muraganda
Eiganjo, Kamigawa	Tenth District, Ravnica

KNOWN DECIDUOUS OMENPATHS

Destination 1	Destination 2
Alacria	Ghirapur, Avishkar
Ghirapur, Avishkar	Valor's Reach, Kylem
Pachatupan Coast, Ixalan	Strixhaven, Arcavios
Omenport, Thunder Junction	Varies

PLANESWALKING

A planeswalker is a sentient, living creature that possesses a "planeswalker spark," an imprint of aether on their soul. This gives them the intrinsic ability to planeswalk, or to move between the planes of the multiverse at will. The chances of a creature being born a planeswalker is one in a million, and fewer still ever have their spark ignited, which occurs under strong stress or emotion.

The act of planeswalking is a spell, and as with all other spells, the exact manifestation of the magic and the experience of the caster while traveling is unique to the individual.

Functionally, a planeswalker creature can cast *Plane Shift* on itself once per day, requiring no spell components.

MAGIC

Spells and magic items that allow access to other planes of existence function differently on Eldraine.

Ethereal Plane. The *Etherealness* spell and other magic that allows access to the Ethereal Plane instead accesses the spirit realm, Eldraine's afterlife, where ghosts can be found.

Astral Plane. The *Astral Projection* spell and magic that accesses the Astral Plane instead leads to the Realm of Dreams, inhabited by nightmares (see [Appendix D](#)).

APPENDIX D: MONSTERS

THIS CHAPTER PROVIDES STAT BLOCKS FOR UNIQUE MONSTERS AND NPCs WHO CAN BE FOUND IN ELDRAINE, TO BE used by the Dungeon Master. See the rules glossary in the Revised *Player's Handbook* (2024), or the *Monster Manual*, for how to read a stat block. The creatures in this chapter are organized alphabetically. A few creatures are gathered under a group heading, and those stat blocks are presented alphabetically within that section.

ARTIFICER

Habitat: Urban; **Treasure:** Implements

Eldraine is not a plane with advanced technology, with the best automatons being only clockwork machines. But artificers are still present on this plane in the form of puppeteers, dollmakers, armorers, and alchemists. Many of them work magic into their creations to give them autonomy and an edge against the artificer's foes.

ARTILLERIST

Medium Humanoid, Any Alignment

AC 16 **Initiative** +2 (12)
HP 22 (4d8 + 4)
Speed 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	10	+0	+0	DEX	14	+2	+2	CON	13	+1	+1
INT	16	+3	+5	WIS	12	+1	+1	CHA	10	+0	+2

Skills Arcana +5, Perception +3
Senses Passive Perception 13
Languages Common plus any one language
CR 1 (XP 200; PB +2)

ACTIONS

Multiattack. The artilleryist makes two Force Ballista attacks. It can replace one attack with a use of Flamethrower or Protector.

Flamethrower. *Dexterity Saving Throw:* DC 13, each creature in a 15-foot cone. *Failure:* 3 (1d6) Fire damage. *Success:* Half damage.

Force Ballista. *Ranged Attack Roll:* +5, range 120 feet. *Hit:* 6 (1d6) Force damage, and the target is pushed up to 5 feet away from the artilleryist.

Protector. The artilleryist or one creature it can see within 10 feet gains 6 (1d6 + 3) Temporary Hit Points.

REACTIONS

Shield (2/Day). The artilleryist casts *Shield* in response to that spell's trigger, using Intelligence as the spellcasting ability.

ARCHON OF BOUNDARIES

Habitat: Forest; **Treasure:** Relics

The archons of Eldraine are enigmatic beings who fly over the perimeter where the realm meets the wilds, marking the boundary between safety (for the people of the realm) and danger. The sight of an archon overhead is a clear signal that one is entering the wilds.

An archon appears as a hooded, spectral rider mounted on a winged elk with glowing antlers and gleaming eyes. Despite this appearance, rider and mount are a single creature that can't be separated. Tales say that archons are ascended spirits of paladins fused with the celestial spirits of their steeds, returned from the celestial realms to watch over the boundary of the wilds and protect those who dare to cross it.

Sometimes knights of the realm get the idea that they can expand the borders of their land and keep the wilds at bay simply by driving archons deeper into the wilds. Such efforts are futile; not only are archons difficult to kill, but they don't create the boundaries, merely mark them.

“A WINGED DAWN DISPELS THE TERROR OF NIGHT.”

— Chulane, Teller of Tales



ARCHON OF BOUNDARIES

Huge Celestial, Lawful Good

AC 17

HP 195 (17d12 + 85)

Speed 60 ft., Fly 90 ft.

Initiative +3 (13)

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	17	+3	+3	CON	20	+5	+10												
INT	14	+2	+2	WIS	18	+4	+9	CHA	18	+4	+4												

Skills Insight +9, Perception +9

Resistances Radiant

Immunities Exhaustion

Senses Darkvision 120 ft., Passive Perception 19

Languages understands Common and Celestial but can't speak

CR 15 (XP 13,000; PB +5)

TRAITS

Legendary Resistance (3/Day). If the archon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The archon has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archon makes one Hooves attack and one Radiant Lance attack.

Hooves. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 20 (4d6 + 6) Bludgeoning damage plus 10 (3d6) Radiant damage. If the target is Medium or smaller, it has the Prone condition.

Radiant Lance. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 12 (1d12 + 6) Piercing damage plus 28 (8d6) Radiant damage, and the target is marked until the start of the archon's next turn. While marked, the target has Disadvantage on attack rolls against creatures other than the archon.

Spellcasting. The archon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability:

1/Day Each: *Daylight, Lesser Restoration*

REACTIONS

The archon can take up to three Reactions per round but only one per turn.

Archon's Pursuit. *Trigger:* A creature marked by the archon's Radiant Lance ends its turn within 120 feet. *Response:* The archon teleports to an unoccupied space within 5 feet of that creature.

Haunting Radiance. *Trigger:* The archon uses its Legendary Resistance or makes a saving throw. *Response—Constitution Saving Throw:* DC 17, one creature within 120 feet. *Failure:* The target has the Blinded condition until the end of its next turn.

Parry. *Trigger:* The archon is hit by a melee attack roll. *Response:* The archon adds 5 to its AC against that attack, possibly causing the attack to miss.

AWAKENED OBJECTS

Habitat: Urban; **Treasure:** None

Animated objects are crafted with potent magic to follow the commands of their creators. When not commanded, they follow the last order they received to the best of their ability, and can act independently to fulfill simple instructions.

On Eldraine, animated objects are used extensively in Vantress Castle. They are also used in Caervelin, the archmage Gadwick's personal tower.

ANIMATED BOOK

Tiny Construct, Unaligned

AC 12

Initiative +1 (11)

HP 3 (1d4 + 1)

Speed 0 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	−4	−4	DEX	13	+1	+1	CON	12	+1	+1
INT	1	−5	−5	WIS	5	−3	−3	CHA	1	−5	−5

Vulnerabilities Fire

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Gear Book

Senses Blindsight 60 ft., Passive Perception 7

Languages None

CR 0 (XP 10; PB +2)

TRAITS

Antimagic Susceptibility. The book has the Incapacitated condition while in the area of an *Antimagic Field*. If targeted by *Dispel Magic*, the book must succeed on a Constitution saving throw against the caster's spell save DC or have the Unconscious condition for 1 minute.

False Appearance. If the book is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, a creature that hasn't observed the book move or act can discern the book is a creature only with a successful DC 10 Intelligence (Investigation) check as a Study action.

ACTIONS

Slam. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 1 Bludgeoning damage.

ANIMATED BROOM

Small Construct, Unaligned

AC 15

Initiative +3 (13)

HP 17 (5d6)

Speed 0 ft., Fly 50 ft. (hover)

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	10	+0	+0	DEX	17	+3	+3	CON	10	+0	+0	INT	1	-5	-5	WIS	5	-3	-3	CHA	1	-5	-5

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 120 ft., Passive Perception 7

Languages None

CR 1/4 (XP 50; PB +2)

TRAITS

Antimagic Susceptibility. The broom has the Incapacitated condition while in the area of an *Antimagic Field*. If targeted by *Dispel Magic*, the broom must succeed on a Constitution saving throw against the caster's spell save DC or have the Unconscious condition for 1 minute.

False Apperance. If the broom is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, a that creature hasn't observed the broom move or act can discern the broom is a creature only with a successful DC 10 Intelligence (Investigation) check as a Study action.

Flyby. The broom doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The broom makes two Broomstick attacks.

Broomstick. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.



ANIMATED CATAPULT

Large Construct, Unaligned

AC 15

Initiative +0 (10)

HP 52 (8d10 + 8)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	14	+2	+2	DEX	10	+0	+0	CON	13	+1	+1												
INT	1	-5	-5	WIS	5	-3	-3	CHA	1	-5	-5												

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 120 ft., Passive Perception 7

Languages None

CR 2 (XP 450; PB +2)

TRAITS

Antimagic Susceptibility. The catapult has the Incapacitated condition while in the area of an *Antimagic Field*. If targeted by *Dispel Magic*, the catapult must succeed on a Constitution saving throw against the caster's spell save DC or have the Unconscious condition for 1 minute.

False Apperance. If the catapult is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, a creature that hasn't observed the catapult move or act can discern the catapult is a creature only with a successful DC 10 Intelligence (Investigation) check as a Study action.

ACTIONS

Catapult. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 16 (3d10) Fire damage.





ANIMATED CAULDRON

Small Construct, Unaligned

AC 12

HP 13 (3d6 + 3)

Speed 30 ft.

Initiative +2 (12)

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	7	-2	-2	DEX	15	+2	+2	CON	12	+1	+1						
INT	1	-5	-1	WIS	5	-3	-3	CHA	1	-5	-5						

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 120 ft., Passive Perception 7

Languages None

CR 1/4 (XP 50; PB +2)

TRAITS

Antimagic Susceptibility. The cauldron has the Incapacitated condition while in the area of an Antimagic Field. If targeted by Dispel Magic, the cauldron must succeed on a Constitution saving throw against the caster's spell save DC or have the Unconscious condition for 1 minute.

False Appearance. If the cauldron is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, a creature that hasn't observed the cauldron move or act can discern the cauldron is a creature only with a successful DC 10 Intelligence (Investigation) check as a Study action.

ACTIONS

Alchemical Splash. *Dexterity Saving Throw:* DC 12, one creature the cauldron can see within 20 feet. *Failure:* One of the following effects chosen at random (roll a d8):

1: Acid. 7 (2d6) Acid damage, and the target suffers a -1 penalty to its AC until the end of its next turn.

2: Alchemist's Fire. 2 (1d4) Fire damage, and the target starts burning.

3: Grease. The target has the Prone condition.

4: Potion of Poison. 7 (2d6) Poison damage, and the target has the Poisoned condition until the end of its next turn.

5: Potion of Diminution. The target gains the "reduce" effect of the *Enlarge/Reduce* spell until the end of its next turn.

6: Potion of Growth. The target gains the "enlarge" effect of the *Enlarge/Reduce* spell until the end of its next turn.

7: Philter of Love. The target has the Charmed condition until the end of its next turn.

8: Potion of Healing. The target regains 4 (2d4 + 2) Hit Points.

BARD

Medium Humanoid, Any Alignment

AC 15 Initiative +2 (12)
HP 44 (8d8 + 8)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	11	+0 +0	DEX	14	+2 +4	CON	12	+1 +1
INT	10	+0 +0	WIS	13	+1 +2	CHA	14	+2 +2

Skills Acrobatics +4, Perception +5, Performance +6
Gear 10 Arrows, Chain Shirt, Shortbow, Shortsword
Senses Passive Perception 15
Languages Common and any one language
CR 2 (XP 450; PB +2)

ACTIONS

Multiattack. The bard makes two attacks, using Shortsword or Shortbow in any combination. It can replace one attack with a use of Spellcasting.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Cacophony (Recharge 4–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cube originating from the bard. *Failure:* 9 (2d8) Thunder damage, and the target is pushed up to 10 feet away from the bard. *Success:* Half damage only.

Spellcasting (Bard). The bard casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Mage Hand, Minor Illusion, Prestidigitation*
1/Day Each: *Charm Person, Invisibility, Sleep*

BONUS ACTIONS

Taunt (2/Day). *Charisma Saving Throw:* DC 12, one creature the bard can see within 30 feet that doesn't have the Deafened condition. *Failure:* The target has Disadvantage on D20 Tests until the start of the bard's next turn.

BARD

Habitat: Urban; **Treasure:** Implements

Bards are gifted poets, storytellers, and entertainers who travel far and wide. They're commonly found in taverns or in the company of jolly bands of adventurers, rough-and-tumble mercenaries, and wealthy patrons.

On Eldraine, bards can take the roles of storytellers, actors, musicians, and singers.



BEANSTALK GIANT

Habitat: Grassland, Mountain; **Treasure:** Relics

Many giants are found throughout Eldraine. **Hill giants** are found roaming the Wilds and the Realm, while most **stone giants** take up residence in Garenbrig. The everstalks found throughout the Wilds lead to the Kingdom of Stoms atop the clouds, where **cloud giants** and **storm giants** can be found. Beanstalk giants are none of these giants, instead being the result of smallfolk who mistakenly eat the beans of everstalks.

BEANSTALK GIANT

Huge Giant, Any Alignment

AC 17

Initiative +2 (12)

HP 126 (11d12 + 55)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	15	+2	+5	CON	20	+5	+8												
INT	10	+0	+0	WIS	12	+1	+4	CHA	9	-1	-1												

Skills Athletics +12, Perception +4

Vulnerabilities Fire

Senses Passive Perception 15

Languages Giant

CR 7 (XP 2,900; PB +3)

TRAITS

Plant Camouflage. The giant has advantage on Dexterity (Stealth) checks it makes in forest terrain.

ACTIONS

Multiattack. The giant makes two Slam attacks.

Slam. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 19 (3d8 + 6) Bludgeoning damage.

Rock. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 200 feet. *Failure:* 28 (4d10 + 6) Bludgeoning damage, and the target has the Prone condition.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability (spell save DC 16):

At Will: *Druidcraft*

3/Day: *Plant Growth*

BEANSTALK WORM

Gargantuan Monstrosity, Unaligned

AC 16

Initiative +4 (14)

HP 231 (14d20 + 84)

Speed 50 ft., Climb 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	27	+8 +14	DEX	18	+4 +4	CON	22	+6 +12
INT	4	-3 -3	WIS	14	+2 +2	CHA	10	+0 +0

Senses Passive Perception 12

Languages None

CR 18 (XP 20,000; PB +6)

TRAITS

False Appearance. If the worm is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, if a creature hasn't observed the worm move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the worm is a creature.

Leafy Handholds. The worm's space isn't Difficult Terrain for other creatures that climb through it.

Legendary Resistance (3/Day). If the worm fails a saving throw, it can choose to succeed instead.

Regeneration. The worm regains 20 Hit Points at the start of its turn if it has at least 1 Hit Point. If the worm takes Fire or Lightning damage, this trait doesn't function at the start of the worm's next turn.

ACTIONS

Multiattack. The worm makes two Bite attacks.

Bite. *Melee Attack Roll:* +14, reach 15 ft. *Hit:* 30 (5d8 + 8) Piercing damage. If the target is Large or smaller, it is swallowed. While swallowed, the target has the Blinded and Grappled conditions, has Total Cover, and takes 28 (8d6) Acid damage at the start of each of the worm's turns.

The worm can swallow two creatures this way. If the worm takes 30 damage or more on a single turn from a swallowed creature, the worm regurgitates all swallowed creatures, each of which falls in a space within 10 feet of the worm and has the Prone condition. If the worm dies, all swallowed creatures are similarly regurgitated.

BEANSTALK WORM

Habitat: Grassland, Mountain, Urban; **Treasure:** Relics

Wurms are enormous creatures that resemble limbless, wingless dragons, though they lack a dragon's breath weapons and keen intelligence. On the world of Eldraine, many wurms have adapted to life among the world's skyscraping beanstalks. These beanstalk wurms sport leafy growths, sustaining themselves on a mixture of natural photosynthesis and a carnivorous diet.

Cloud-dwelling giants often use beanstalk wurms as a first line of defense against those who would ascend massive beanstalks—also known as Everstalks—to intrude on their lofty palaces. Beanstalk wurms lie coiled along the length of an Everstalk with their eyes closed and their stomach flattened against the stalk, appearing to be just another enormous vine until a tasty intruder attempts to climb them.

“WHEN GIANTS' PRIZED PETS ESCAPE STORMKELD, villages fall and new Everstalks rise.”



BUNNICORN

Habitat: Forest; **Treasure:** None

The bunnicorn is a fabled creature of legend, much rarer than other horned beasts such as the unicorn. It has a similar celestial magic, but is not an intelligent or regal beast; it is quite content to spend its day grazing and running away from humans.

“IT’S ENTIRELY PEACEFUL, AS LONG AS YOU DON’T TRY TO pet it, pen it, take its food, take its hide, sit on its grass, or dress it up in colorful garb for human holidays.”

— Sturwynn, Boundary Lands ranger

BUNNICORN

Tiny Celestial, Unaligned

AC 13

Initiative +2 (12)

HP 10 (4d4)

Speed 20 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	−5	−5	DEX	15	+2	+2	CON	10	+0	+0
INT	2	−4	−4	WIS	11	+0	+0	CHA	4	−3	−3

Skills Perception +2, Stealth +5

Senses Passive Perception 12

Languages None

CR 1/8 (XP 25; PB +2)

ACTIONS

Horn. Melee Attack Roll: +2, reach 5 ft. **Hit:** 2 (1d4 + 2) Piercing damage. If the bunnicorn moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) Piercing damage.

Healing Touch (3/Day). One willing target within 5 feet of the bunnicorn regains 5 Hit Points. In addition, the bunnicorn ends the Poisoned condition and all magical contagions on the target.

Teleport (1/Day). The bunnicorn teleports to a location it is familiar with, up to 1 mile away.

BONUS ACTIONS

Escape. The bunnicorn takes the Dash, Disengage, or Hide action.



CLOCKWORK SERVANT

Small Construct, Unaligned

AC 10

Initiative +1 (11)

HP 3 (1d6)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	DEX	10	+0	+0	CON	11	+0	+0
INT	1	-5	-5	WIS	10	+0	+0	CHA	1	-5	-5

Skills Perception +4

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (Blinded beyond this radius), Passive Perception 14

Languages None

CR 0 (XP 10; PB +2)

ACTIONS

Slam. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

CLOCKWORK SERVANT

Habitat: Urban; **Treasure:** None

These small automatons are clockwork machines, crafted by Vantress artificers, that are able to perform simple tasks, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. They aren't living or thinking, and will simply follow the orders given them by their creator.

"SOME ARE ANNOYED BY THE CONSTANT TICKING AS THEY clean the cobbles, but to the castle custodians, there's no sweeter sound."



CORRIDOR MONITOR

Habitat: Urban; **Treasure:** None

The corridor monitors are clockwork machines powered by magic. They are similar to lanterns with legs, and they use their light to search Vantress castle for intruders. Should they find any, they emit a loud alarm sound, alerting the castle guards and knights to the disturbance.

CORRIDOR MONITOR

Small Construct, Unaligned

AC 17 **Initiative** +2 (12)
HP 26 (4d6 + 12)
Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+0	DEX	14	+2	+2	CON	16	+3	+3												
INT	5	-3	-3	WIS	16	+3	+3	CHA	7	-2	-2												

Skills Perception +7, Stealth +4

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned

Senses Passive Perception 17

Languages None

CR 1/4 (XP 50; PB +2)

TRAITS

Illuminating Cone. The monitor sheds Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

ACTIONS

Slam. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 3 (1d6) Bludgeoning damage.

REACTIONS

Alarm. *Trigger:* A creature enters the Bright Light of the monitor's Illuminating Cone. *Response:* The monitor emits an alarm audible within 300 feet.



DEATHLESS RIDER

Medium Undead, Lawful Evil

AC 18

Initiative +0 (10)

HP 84 (13d8 + 26)

Speed 20 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	18	+4	+7	DEX	10	+0	+8	CON	14	+2	+5						
INT	6	-2	-2	WIS	6	-2	-2	CHA	5	-3	-3						

Skills Athletics +7, Perception +1

Resistances Necrotic

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages understands the languages it knew in life but can't speak

CR 5 (XP 1,800; PB +3)

TRAITS

Mounted Adept. While the rider is mounted and doesn't have the Incapacitated condition, it has Advantage on attack rolls against any unmounted creature within 5 feet that is at least one size smaller than its mount. The rider can also force an attack that hits its mount to hit the rider instead.

Undead Fortitude. If damage reduces the rider to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken unless the damage is Radiant or from a Critical Hit. On a successful save, the rider drops to 1 Hit Point instead.

ACTIONS

Multiattack. The rider makes two Axe attacks. It can replace one of these attacks with Fell Glare.

Axe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Fell Glare. *Wisdom Saving Throw:* DC 13, one creature the rider can see within 30 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

DEATHLESS RIDER

Habitat: Swamp; **Treasure:** Armaments

Legends told in the courts of Eldraine suggest that the deathless riders serve a warlock-queen, known simply as the Shadow Queen, who rules from a castle called Dynnistan. It isn't known whether these legends are based on any true experience or are simply the result of imagination trying to account for a terrifying and unexplained phenomenon.

In either case, deathless riders are undeniably real. They are undead knights, once human, who ride undead steeds through the remotest parts of the wilds. They are sometimes called lich-knights or fell horsemen.

In stark contrast to the knights of Eldraine, the deathless riders are without virtue of any kind. They are few in number—unless many more lurk in the dark heart of the forest than anyone is aware. But when mortal knights meet them in the wilds, the encounter rarely ends well for the living. The deathless riders fight with superhuman strength, heedless of wounds and relentless in their assault.

A typical deathless rider's mount is a **Warhorse Skeleton**, though some lich-knights ride equine spirits like **Nightmares**.

“HEADED TO THE WILDS? BEWARE THE DEAD RIDERS WHO serve the Shadow Queen.”

— Scalan, Edgewall innkeeper



DUNBARROW WITCH

Habitat: Swamp; **Treasure:** Arcana

In the misty marsh of Dunbarrow, the witches of the Eldraine wilds scheme. They crave power by any means, and they aren't above cheating, sacrificing, or allying with whatever they believe will get them closer to that power.

Much of a Dunbarrow witch's magic is performed at cauldrons and delivered as a poison or potion. The most aggressive witch spells take the form of shattering mirrors.

Various creatures serve the witches of Dunbarrow. It's not uncommon to see **Ravens** and **Bats** flitting through the canopy, or **Cats** or **Otters** scurrying through the undergrowth, to deliver messages to allies or rivals across the marsh. Some witches use *Animate Objects* to animate bundles of sticks and roots to do their errands about the marsh for them, while others create **Animated Armors**, **Flying Swords**, or **Rugs of Smothering**.

"TASTE THE SWEETNESS, BREATH FOR BREATH.
Keep the balance, death for death."

— Dunbarrow witch incantation

DUNBARROW WITCH

Medium Humanoid (Human), Neutral Evil

AC 15 **Initiative** +2 (12)
HP 72 (16d8)
Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	12	+1	+1	DEX	14	+2	+2	CON	11	+0	+0												
INT	16	+3	+3	WIS	15	+2	+5	CHA	20	+5	+8												

Skills Arcana +6, Nature +6

Senses Passive Perception 12

Languages Common, Sylvan, and any one language

CR 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. The witch makes two Poison Dagger attacks. It can replace one of these attacks with a use of Spellcasting.

Poison Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 21 (6d6) Poison damage.

Polymorph Concoction (1/Day). The witch casts *Polymorph* (spell save DC 16) on each creature in a 10-foot radius Sphere centered on a point the witch can see within 20 feet, requiring no spell components and using Charisma as the spellcasting ability, choosing a form for all targets from among **Bat**, **Frog**, **Lizard**, or **Rat**. When cast this way, the spell doesn't require Concentration and lasts for the full duration.

Shattered Shards. *Dexterity Saving Throw:* DC 16, each creature in a 15-foot Cone originating from a point the witch can see within 30 feet. *Failure:* 25 (10d4) Force damage. *Success:* Half damage.

Spellcasting (Warlock). The witch casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Mage Armor* (included above), *Prestidigitation*
2/Day Each: *Animal Messenger*, *Charm Person*, *Hideous Laughter*
1/Day Each: *Bestow Curse*, *Dispel Magic*



FAERIE BORROWER

Tiny Fey, Chaotic Neutral

AC 15

Initiative +5 (15)

HP 12 (5d4)

Speed 10 ft., Fly 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	2	−4	−4		DEX	20	+5	+5		CON	10	+0	+0	
INT	13	+1	+1		WIS	12	+1	+1		CHA	16	+3	+3	

Skills Sleight of Hand +7, Stealth +7

Senses Passive Perception 11

Languages Common, Sylvan

CR 1/2 (XP 100; PB +2)

TRAITS

Flyby. The faerie doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

ACTIONS

Needle Blade. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d4 + 5) Piercing damage.

Spellcasting. The faerie casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Prestidigitation, Vicious Mockery*

1/Day: *Silent Image*

REACTIONS

Tricksy Parry. *Trigger:* The faerie takes damage. *Response:* The faerie reduces the damage taken by 2 (1d4).

FAERIES

Habitat: Forest, Swamp, Urban; **Treasure:** Arcana

The faeries of Eldraine are winged, elfin creatures similar to sprites or pixies. Unpredictable, unreliable, and amoral, they lurk in the wilds and harass travelers they perceive as intruders.

FAERIE BORROWERS

Faerie borrowers are tiny thieves who steal whatever they can lay their hands on to cause confusion and consternation. A faerie borrower stands less than six inches tall, with blue or blue-gray skin and wings resembling shards of broken glass.

Faerie borrowers often adorn themselves with purloined trophies: stolen keys and needles filed into swords, and buttons and scraps of paper fashioned into clothing. Though they are often boastful and love to mock their victims, faerie borrowers are quick to dart away from losing battles on their nimble wings.

“THE THRONG OF FAERIES FLITTED FROM CASTLE TO castle, leaving a trail of star-crossed love, damaging rumors, and missing heirlooms in their wake.”

— Tales of the Fae



FAERIE PATHLIGHTER

Medium Fey, Chaotic Good

AC 12

Initiative +2 (12)

HP 38 (7d8 + 7)

Speed 30 ft., Fly 30 ft. (hover)

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	10	+0	+0	DEX	14	+2	+2	CON	12	+1	+1												
INT	13	+1	+1	WIS	17	+3	+3	CHA	18	+4	+4												

Skills Insight +5, Perception +5, Survival +5

Senses Passive Perception 15

Languages Common, Sylvan

CR 2 (XP 450; PB +2)

TRAITS

Illumination. The faerie sheds Dim Light in a 15-foot radius.

ACTIONS

Multiattack. The faerie makes two Shining Strike attacks.

Shining Strike. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30 ft. *Hit:* 7 (2d6) Radiant damage, and the target is under the effect of a *Faerie Fire* spell (no Concentration required) until the end of the faerie's next turn.

Spellcasting. The faerie casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability.

At Will: *Dancing Lights, Detect Magic, Prestidigitation*
1/Day: *Locate Creature*

BONUS ACTIONS

Guiding Light (2/Day). The faerie sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet for 1 minute or until the faerie has the Incapacitated condition. If any of the Bright Light overlaps with an area of Darkness created by a spell of level 3 or lower, that spell is dispelled.

Each ally of the faerie that starts its turn in the Bright Light gains 5 Temporary Hit Points, and has Advantage on Wisdom checks and Wisdom saving throws until the start of its next turn.

FAERIE PATHLIGHTER

Faerie pathlighters pry into human lives, sometimes to help (like a classic fairy godparent) and sometimes to harm. In the wilds of Eldraine, faerie pathlighters often serve as protectors for the lost, the glow of their guiding lanterns leading weary travelers to respite.

A faerie pathlighter has an almost angelic appearance. Their large, white wings become more translucent toward the edges. Motes of magical light drift around their heads, and a faint white aura surrounds their bodies.

“FOR GOOD OR ILL, MOST FAE CAN’T RESIST MEDDLING IN the adventures of any knight they meet.”

FAERIE PEST

Small Fey, Chaotic Evil

AC 14

Initiative +3 (13)

HP 22 (5d6 + 5)

Speed 30 ft., Fly 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	8	−1 −1	DEX	16	+3 +3	CON	12	+1 +1
INT	10	+0 +0	WIS	12	+1 +1	CHA	14	+2 +2

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Sylvan

CR 1 (XP 200; PB +2)

ACTIONS

Stingblade. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 5 (2d4) Poison damage. If the faerie had Advantage on the attack roll, the target takes an additional 3 (1d6) Slashing damage.

Spellcasting. The faerie casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 12):

2/Day Each: *Bane, Grease*

1/Day: *Blindness/Deafness*

Theft of Nerves (1/Day). *Intelligence Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

BONUS ACTIONS

Hide. The faerie takes the Hide action.

FAERIE PEST

Faerie pests love to cause annoyance, fear, and pain. They are perhaps the most mercurial of the faeries and are happy to follow anyone who promises the opportunity to menace someone new.

A faerie pest could be mistaken for a human toddler, except for the black-feathered wings sprouting from the faerie's shoulders. When engaged in combat, faerie pests wield thought-manipulating magic alongside sharp blades coated in stinging poison.

“TARRY NOT IN TUINVALLE,
Ignore the flowers' heady scents.
Take no thing, stay to the trail,
Lest the fae seek recompense.”

— To Walk the Wilds



FAUN

Habitat: Forest, Mountain; **Treasure:** Armaments

Fauns are goat-like humanoids similar to satyrs found on other worlds. Prior to the Phyrexian invasion, fauns were reclusive creatures living in tight family units deep in the forest. But during the invasion, they joined the rest of the fae and the Realm in defense of their home.

FAUN SCOUTS

Since the invasion, the fauns have taken charge of the Tanglespan, mapping out the crisscrossing pathways spanning the chasm, fighting off the trolls who lurk beneath the bridges in hope of feasting on travelers, and guiding travelers across the chasm in exchange for a modest toll.

FAUN SCOUT

Medium Fey, Chaotic Neutral

AC 13

Initiative +1 (11)

HP 33 (6d8 + 6)

Speed 40 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	16	+3	+3	DEX	12	+1	+1	CON	11	+0	+0
INT	10	+0	+0	WIS	14	+2	+2	CHA	12	+1	+1

Skills Perception +6, Stealth +3, Survival +4

Gear ten Arrows, Battleaxe, Longbow

Senses Passive Perception 16

Languages Common, Sylvan

CR 1 (XP 200; PB +2)

TRAITS

Magic Resistance. The faun has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The faun makes one Ram attack and one Battleaxe attack, or two Longbow attacks.

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage.

Battleaxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 1) Slashing damage.

Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

FAUN LOAMCRAFTER

Medium Fey, Chaotic Neutral

AC 15

Initiative +4 (14)

HP 38 (7d8 + 7)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	13	+1 +1	DEX	18	+4 +4	CON	12	+1 +1
INT	11	+0 +0	WIS	14	+2 +2	CHA	13	+1 +1

Skills Perception +6, Stealth +6, Survival +4

Gear ten Arrows, Shortbow

Senses Passive Perception 16

Languages Common, Sylvan

CR 2 (XP 450; PB +2)

TRAITS

Magic Resistance. The faun has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The faun makes three attacks, using Ram or Shortbow in any combination. It can replace one attack with a use of Spellcasting.

Ram. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

Shortbow. *Ranged Attack Roll:* +6, range 80/320 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

Spellcasting (Druid). The faun casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Druidcraft*, *Entangle*

1/Day Each: *Fabricate*, *Plant Growth* (as an action)

LOAMCRAFTER DRUID

Some fauns use druidic and fae magic to give them an edge when navigating the Tanglespan by reshaping the beanstalks and bridges. This tradition of nature magic is known among the fauns as loamcraft.



Fox

Tiny Beast, Unaligned

AC 13

Initiative +3 (13)

HP 2 (1d4)

Speed 30 ft., Burrow 5 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	2	−4	−4	DEX	16	+3	+3	CON	11	+0	+0
INT	3	−4	−4	WIS	12	+1	+1	CHA	6	−2	−2

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

FOXES

Habitat: Forest; **Treasure:** None

The red foxes of Eldraine live in burrows in the wilds. They prowl Edgewall and the nearby forests for food, hunting hares or stealing fish. These timid creatures typically avoid contact with humanoids, but they sometimes serve as companions or mounts by the elves of the wilds.

GIANT FOX

Large Beast, Unaligned

AC 13

Initiative +3 (13)

HP 45 (6d10 + 12)

Speed 40 ft., Burrow 10 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE								
STR	10	+0	+0	DEX	16	+3	+3	CON	14	+2	+2	INT	3	−4	−4	WIS	12	+1	+1	CHA	6	−2	−2

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.



GALEFANG WOLF

Large Monstrosity, Unaligned

AC 13 **Initiative** +1 (11)
HP 75 (10d10 + 20)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	13	+1 +1	CON	14	+2 +2
INT	7	-2 -2	WIS	12	+1 +1	CHA	8	-1 -1

Skills Perception +7, Stealth +3
Senses Darkvision 60 ft., Passive Perception 17
Languages None
CR 3 (XP 700; PB +2)

TRAITS

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Snow Camouflage. The wolf has Advantage on Dexterity (Stealth) checks it makes to in snowy terrain.

ACTIONS

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 3 (1d6) Cold damage, and the target has the Prone condition if it is Large or smaller.

Gale Howl (Recharge 5–6). *Strength Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Cold damage, and the target is pushed up to 10 feet away from the wolf. *Success:* Half damage only.

GALEFANG WOLF

Habitat: Arctic; **Treasure:** None

The galefang is a ferocious canine beast believed to be magically connected to the north wind. These creatures are very rare; one of the few known in the Realm was a pet of Yorvo, king of Garenbrig, and was given as a gift to Beluna, the storm giant queen of Stormkeld in the clouds above the Wilds.



GIANT GOOSE

Habitat: Coastal, Forest, Swamp; **Treasure:** None

Giants keep geese as livestock for eggs and because geese make excellent sentries, protecting the giants' property with their keen senses and loud voices. Not only are giant geese from fey stock significantly larger than ordinary geese, but they also have two magical properties that make them even more valuable: their honk is a powerful defense against intruders, and they can lay eggs with shells of pure gold.

When commanded by its keeper, a giant goose lays a golden egg—a hollow shell of gold, 1 foot long and weighing 2 pounds. The shell is worth 100 GP. Once it lays a golden egg, a giant goose can't do so again for a year and a day.

GIANT GOOSE

Large Fey, Unaligned

AC 13

Initiative +3 (13)

HP 60 (8d10 + 16)

Speed 30 ft., Fly 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	14	+2	+2		DEX	16	+3	+3		CON	15	+2	+2	
INT	6	-2	-2		WIS	14	+2	+2		CHA	11	+0	+0	

Skills Perception +6

Senses Darkvision 60 ft., Passive Perception 16

Languages understands Giant and Sylvan but can't speak

CR 3 (XP 700; PB +2)

ACTIONS

Multiattack. The goose makes one Beak attack and two Wing attacks.

Beak. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage.

Wing. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Bludgeoning damage, and the target has the Prone condition.

Thunderous Honk (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature within 30 feet that doesn't have the Deafened condition. *Failure:* 16 (3d10) Thunder damage, and the target has the Deafened condition until the start of the goose's next turn. *Success:* Half damage only.



GIANT TURTLE

Large Beast, Unaligned

AC 17

Initiative +0 (10)

HP 75 (10d10 + 20)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	10	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	12	+1 +1	CHA	5	-3 -3

Senses Darkvision 60 ft., Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

TRAITS

Amphibious. The turtle can breathe air and water.

ACTIONS

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 18 (4d6 + 4) Piercing damage.

Shell Defense. The turtle withdraws into its shell until it emerges as a Bonus Action. Until it emerges, the turtle's AC is 21, it has the Prone and Restrained conditions, and it can't take actions or Reactions.

GIANT TURTLE

Habitat: Coastal, Swamp; **Treasure:** None

The mistford river turtle was raised from a hatchling by the undines. They taught the turtle who to ferry across Lochmere, and who to drown. If someone attempts to use the back of the great turtle to cross the lake, it will submerge itself and leave the intruders stranded in the murky waters.

But the turtle will safely guide those who are welcome through the mists and across the dangerous waters.



GINGERBRUTE

Habitat: Urban; **Treasure:** Implements

Gingerbread cookies baked in the wilds of Eldraine—or made from ingredients grown there—have a habit of developing a life of their own. Known as gingerbrutes, these cookie Constructs are notoriously difficult to pin down.

When an unfortunate baker accidentally creates a gingerbrute, the cookie causes mayhem throughout the kitchen before running back to the wilds where its ingredients originated. Many witches of Dunbarrow craft gingerbrutes intentionally, whipping them into shape (sometimes with actual whipped cream) as soldiers to defend their wicked cauldrons.

The same magic that animates a gingerbrute also makes it extra scrumptious. Those who have eaten a gingerbrute report feeling a burst of energy like a long-lasting sugar rush.

“THE UNLABELED VIAL WAS NOT VANILLA EXTRACT AFTER all.”

— Todwin Mallow, now-destitute baker

GINGERBRUTE

Tiny Construct, Chaotic Neutral

AC 14

Initiative +4 (14)

HP 18 (4d4 + 8)

Speed 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	13	+1	+1	DEX	18	+4	+4	CON	14	+2	+2	INT	7	-2	-2	WIS	10	+0	+0	CHA	12	+1	+1

Skills Acrobatics +6, Athletics +3

Vulnerabilities Bludgeoning

Immunities Exhaustion

Senses Passive Perception 10

Languages One language of its creator

CR 1/2 (XP 100; PB +2)

TRAITS

Can't Catch Me. The gingerbrute has Advantage on ability checks and saving throws it makes to avoid or end the Grappled or Restrained condition.

Sweet Victory. Once the gingerbrute dies, a creature can take a Utilize action to eat all the remains and gain 5 Temporary Hit Points. The remains disappear after 24 hours if not eaten.

ACTIONS

Multiattack. The gingerbrute makes two attacks, using Fork or Gumdrop Slingshot in any combination.

Fork. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Gumdrop Slingshot. *Ranged Attack Roll:* +6, range 30/120 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.



GLUTTONEER

Medium Humanoid (Dwarf), Chaotic Good

AC 13

Initiative +0 (10)

HP 16 (3d8 + 3)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	14	+2	+2	CON	12	+1	+1
INT	11	+0	+0	WIS	13	+1	+1	CHA	10	+0	+0

Skills Nature +4, Perception +7, Survival +5

Resistances Poison

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Dwarvish

CR 1/2 (XP 100; PB +2)

TRAITS

Poison Resilience. The gluttoneer has Advantage on saving throws to avoid or end the Poisoned condition.

ACTIONS

Multiattack. The gluttoneer makes two Pie attacks.

Pie. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 7 (2d4 + 2) Bludgeoning damage.

BONUS ACTIONS

Bolstering Treat. The gluttoneer or one willing creature within 5 feet regains 2 (1d4) Hit Points.

GLUTTONEER

Habitat: Urban; **Treasure:** Implements

The dwarven settlement of Delverhaugh is renowned for its Grand Balls, lavish parties that only the prestigious may attend. The Assault on Delverhaugh was an attack on a Grand Ball by a gang of Ogres and Redcaps. A group of dwarven survivors were dubbed *the Gluttons* for slaying dozens of assaulting redcaps using only fruit and cakes.

GOOSE MOTHER

Habitat: Mountain; **Treasure:** Arcana

Astonishingly aggressive geese populate the marshes of Eldraine. Legends tell that these geese descend from a monstrous many-headed bird that dwells deep within the wilds. Though the knights of Eldraine consider its existence a myth, the folk of the wilds know that the Goose Mother is real.

Centuries ago, an enterprising witch created a frothy stew composed of hydra's blood and goose feathers. It is from this noxious slurry that the Goose Mother was born. Within days, the Goose Mother grew to prodigious size, and the witch grew fearful. One night, while the Goose Mother slept, the witch took to its neck with a cleaver, but to her horror, two more heads sprouted in place of the first. Enraged, the Goose Mother devoured the witch and rampaged deep into the wilds where it lives to this day.

The Goose Mother lays one golden egg every hour, precisely on the hour. Sometimes these eggs hatch into clutches of young geese that grow up to terrorize the marshes of Eldraine. Other times, the eggs contain trinkets or valuables. The fae folk of Eldraine's wilds have developed a symbiotic relationship with the Goose Mother, often bringing it fresh meat in exchange for the treasures inside its golden eggs.

You can use the Goose Egg Trinket table to determine the contents of one of the Goose Mother's eggs that isn't destined to hatch into a goose or a giant goose. An egg from the Goose Mother can be a great way to give characters an item that's important to the story of an adventure or your campaign.

GOOSE EGG TRINKET

d12 Egg Contents

1	The egg is empty, but the inside of the shell is inscribed with a nursery rhyme.
2	The gold shell encloses a candy egg.
3	The egg contains a small toy goose that makes a loud honking noise when squeezed.
4	The egg contains a <i>Potion of Giant Strength</i> (hill) with no container.
5	The egg contains a <i>Pearl of Power</i> .
6	The egg contains a <i>Brooch of Shielding</i> .
7	The egg contains a <i>Figurine of Wondrous Power</i> (silver raven) that activates automatically as the egg is opened, releasing what appears to be a living bird.
8-12	The egg is empty.

GOOSE MOTHER

Huge Fey, Unaligned

AC 12 **Initiative** +2 (17)

HP 114 (12d12 + 36)

Speed 40 ft., Fly 40 ft.

MOD				SAVE		MOD				SAVE		MOD				SAVE	
STR	17	+3	+6	DEX	15	+2	+2	CON	17	+3	+3						
INT	12	+1	+4	WIS	18	+4	+4	CHA	15	+2	+2						

Skills Insight +7, Investigation +4, Perception +10

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Darkvision 60 ft., Passive Perception 20

Languages None

CR 7 (XP 2,900; PB +3)

TRAITS

Legendary Resistance (3/Day). If the Goose Mother fails a saving throw, it can choose to succeed instead.

Multiple Heads. The Goose Mother has five heads. Whenever the Goose Mother takes 25 or more damage in a single turn, one of its heads is destroyed. If all its heads are destroyed, the Goose Mother dies.

At the end of its turn, the Goose Mother grows two heads for each of its heads that were destroyed since its last turn, unless it has taken Poison damage since its last turn. The Goose Mother regains 10 Hit Points for each head it regrows.

Vigilant. The Goose Mother has Advantage on Initiative rolls.

ACTIONS

Multiattack. The Goose Mother makes as many Beak attacks as it has heads in Multiple Heads, and one Wing attack.

Beak. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage.

Wing. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d12 + 3) Bludgeoning damage, and the target has the Prone condition if it is Large or smaller.

Lullaby of Honks (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature of the Goose Mother's choice within 10 feet that doesn't have the Deafened condition. *Failure:* 7 (2d6) Thunder damage, and the target has the Unconscious condition until it takes damage or another creature takes an action to shake it awake. *Success:* Half damage only.

REACTIONS

The Goose Mother can take as many Reactions per round as it has heads in Multiple Heads, but only one Reaction per turn and only to make an Opportunity Attack.





HIGH FAE

Habitat: Forest; **Treasure:** Arcana

Ageless and inhuman, high fae are the oldest creatures in Eldraine, embodying the natural splendor and danger of the wilderness. High fae have no regard for mortal values of honor and law, but they nonetheless operate under inviolable rules of their own: gifts must always be repaid, promises must be honored, and outright lies must never be spoken (though misdirection and riddles are always welcome).

The high fae remain secluded deep within the wilds of Eldraine, and are ruled by Talion, the Kindly Lord. Talion is as strange, ancient, and fickle as the wilds of Eldraine, and the Kindly Lord demands fealty and respect from followers. Despite having an austere demeanor, the Kindly Lord is also known for following mysterious whims, journeying to the farthest reaches of Eldraine out of an insatiable curiosity.

HIGH FAE IMPOSTOR

High fae impostors are sly and mischievous manipulators who delight in disguising themselves with magic to vex other creatures. Their reasons for deception vary, ranging from harmless pranks to malicious infiltration. When a high fae impostor takes on the identity of another creature, the impostor magically gains access to a small portion of that creature's mind—any information that the creature might share with a casual acquaintance. Though not comprehensive, this information helps high fae impostors impersonate their targets effectively.

HIGH FAE IMPOSTOR

Medium Fey, Any Alignment

AC 15

Initiative +5 (15)

HP 149 (23d8 + 46)

Speed 30 ft., Fly 30 ft. (hover)

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	13	+1	+1	DEX	21	+5	+9	CON	15	+2	+2																		
INT	18	+4	+4	WIS	16	+3	+7	CHA	23	+6	+6																		

Skills Deception +14, Performance +10, Stealth +13

Resistances Bludgeoning, Piercing, Slashing

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Sylvan

CR 11 (XP 7,200; PB +4)

TRAITS

Magic Resistance. The fae has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fae makes two Fae Blade attacks and uses Vexing Prank.

Fae Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 18 (3d8 + 5) Force damage.

Spellcasting. The fae casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18):

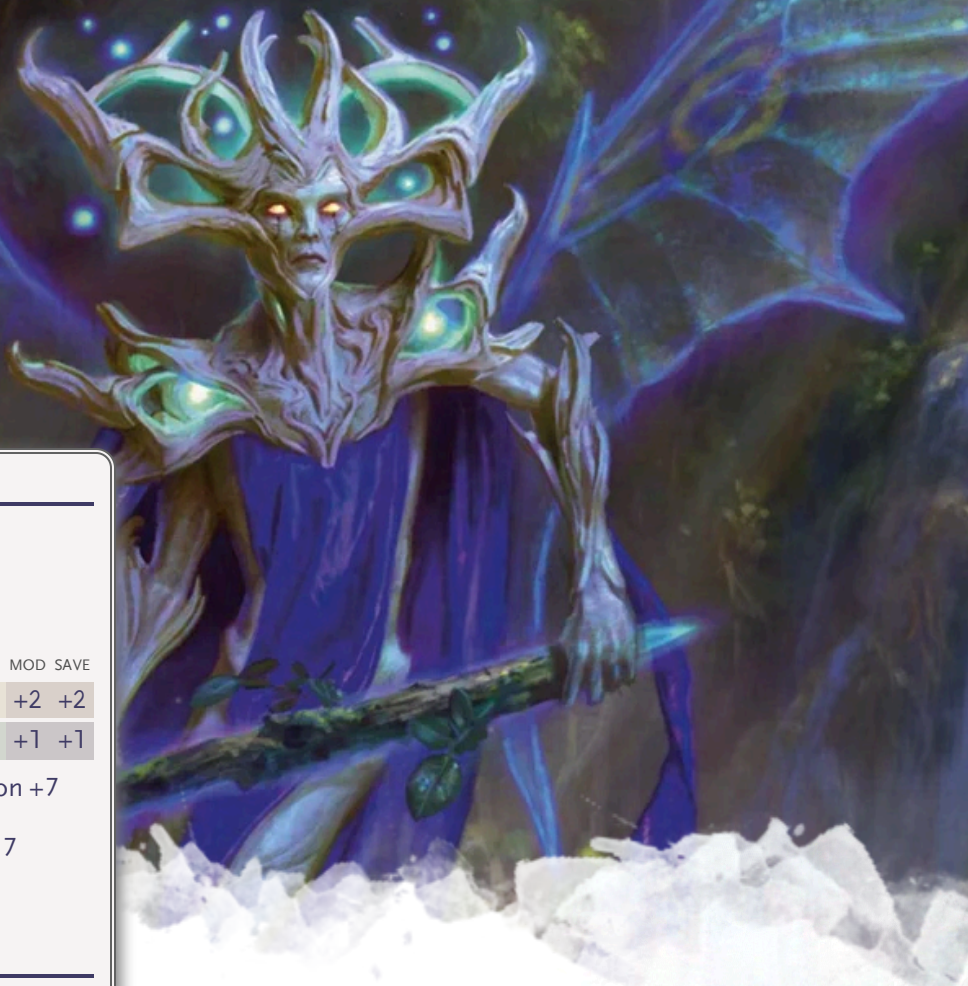
At Will: *Friends, Minor Illusion*

1/Day Each: *Enthrall, Magic Aura*

Vexing Prank. *Wisdom Saving Throw:* DC 18, one creature the fae can see within 60 feet. *Failure:* 21 (6d6) Psychic damage, and the target has the Frightened condition until the start of the fae's next turn. *Success:* Half damage only.

BONUS ACTIONS

Loot Likeness. The fae shape-shifts into the form of a Small or Medium creature it can see. When it shape-shifts, it learns enough general information about the creature, such as background and personality, to reasonably pass itself off as the creature. The fae's statistics are the same in each form. The fae reverts to its true form when it is reduced to 0 Hit Points, uses Loot Likeness again, or takes a Bonus Action to revert to its true form.



HIGH FAE KINDGUARD

Medium Fey, Any Alignment

AC 17 Initiative +6 (16)

HP 156 (24d8 + 48)

Speed 40 ft., Fly 60 ft. (hover)

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	22	+6	+10	DEX	23	+6	+10	CON	15	+2	+2
INT	14	+2	+2	WIS	17	+3	+3	CHA	13	+1	+1

Skills Acrobatics +10, Athletics +10, Perception +7

Resistances Bludgeoning, Piercing, Slashing

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Sylvan

CR 12 (XP 8,400; PB +4)

TRAITS

Evasion. If the fae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided it doesn't have the Incapacitated condition.

Magic Resistance. The fae has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fae makes two Fae Claymore attacks, then uses Tripping Feint and Darting Flight.

Fae Claymore. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 20 (4d6 + 6) Force damage, and the target's speed is reduced by 10 feet, to a minimum of 5 feet, until the start of the high fae's next turn.

Tripping Feint. *Dexterity Saving Throw:* DC 18, one Large or smaller creature the fae can see within 10 feet. *Failure:* The target has the Prone condition.

Darting Flight. The fae moves up to its speed without provoking Opportunity Attacks.

REACTIONS

Riposte. *Trigger:* The fae is hit by a melee attack roll while holding a weapon. *Response:* The fae adds 4 to its AC against that attack, possibly causing the attack to miss, then makes one Fae Claymore attack against the triggering creature.

HIGH FAE KINDGUARD

High fae kindguards have spent centuries perfecting their martial prowess, moving with a speed and grace others can only imagine. Their tall stature, large wings, elaborate horns, and massive weapons give them a truly intimidating silhouette.

The most trusted high fae kindguards are in direct service to Talion, the Kindly Lord. Nine times nine have these high fae sworn a binding oath to protect the Kindly Lord, each time pricking their hand on a hawthorn branch to seal the promise.

“THE KINDLY LORD DOES NOT ISSUE INVITATIONS TO their court lightly. I suggest you accept.”

— Gwyddion, messenger of Talion



HIGH FAE MAGE

High fae mages are some of the mightiest magic users among the faeries of Eldraine. These skilled spellcasters have mastered the arcane art of dealmaking among the fae, magically negotiating themselves advantages in battle.

Like many high fae, these mages draw power from the latent energy found throughout the wilds of Eldraine. However, high fae mages also form strong bonds with the elemental powers of Eldraine, allowing the mages to call on forces like the eastern wind or the fiery hearth.

“THE HIGH FAE ARE CAPABLE OF MAGIC THAT WOULD MAKE even the great Gadwick himself seem little more than a clumsy apprentice.”

— Chulane, Teller of Tales

HIGH FAE MAGE

Medium Fey, Any Alignment

AC 17 **Initiative** +4 (14)

HP 148 (27d8 + 27)

Speed 30 ft., Fly 30 ft. (hover)

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+0	DEX	18	+4	+4	CON	12	+1	+1												
INT	17	+3	+7	WIS	15	+2	+6	CHA	24	+7	+11												

Skills Arcana +11, Investigation +7, Nature +7

Resistances Bludgeoning, Piercing, Slashing

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Sylvan

CR 12 (XP 8,400; PB +4)

TRAITS

Magic Resistance. The fae has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fae makes two Elemental Strike attacks.

Elemental Strike. *Melee or Ranged Attack Roll:* +11, reach 5 ft. or range 60 ft. *Hit:* 18 (2d10 + 7) damage of a type of the fae's choice: Acid, Cold, Fire, Lightning, or Thunder.

Negotiate Life (Recharge 5–6). The fae siphons energy, regaining 30 Hit Points. *Constitution Saving Throw:* DC 19, up to three creature the high fae can see within 60 feet. *Failure:* 26 (4d12) Necrotic damage. *Success:* Half damage only.

Spellcasting (Sorcerer). The fae casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19):

At Will: *Dancing Lights, Detect Magic, Druidcraft, Mage Armor* (included above)

2/Day Each: *Faerie Fire, Gust of Wind, Mirror Image*

REACTIONS

Fae Counterspell. *Trigger:* A creature the fae can see casts a spell with a Verbal, Material, or Somatic component. *Response—Wisdom Saving Throw:* DC 19, the triggering creature. *Failure:* 10 (3d6) Psychic damage, the spell fails with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If the spell was cast with a spell slot, the slot isn't expended. *Success:* Damage only.

HIGH FAE NOBLE

High fae nobles regard themselves as the natural and obvious superiors of all in Eldraine. Many have been given dominion over a small aspect of the natural world; there are dukes and duchesses for each of the seasons, and noble archivists track every promise made and broken within the borders of Eldraine.

High fae nobles use their illusions and innate magic to impress their peers and express their capricious natures. Many adorn themselves with auras of magic that dazzle others, while uttering mocking phrases that magically stun and ridicule their opponents. High fae nobles will spend countless years in mind-bendingly complicated games of political calculus, their alliances ever-shifting as they jockey for favors and status in the Kindly Lord's court.



HIGH FAE NOBLE

Medium Fey, Any Alignment

AC 17

Initiative +7 (17)

HP 175 (27d8 + 54)

Speed 40 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	25	+7	+12	CON	15	+2	+2
INT	19	+4	+9	WIS	18	+4	+9	CHA	22	+6	+11

Skills History +9, Insight +14, Perception +9

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Sylvan, Telepathy 120 ft.

CR 13 (XP 10,000; PB +5)

TRAITS

Aura of Overwhelming Splendor. *Wisdom Saving Throw:* Each creature of the fae's choice that starts its turn in a 5-foot Emanation originating from the high fae. *Failure:* The target has the Charmed condition until the start of its next turn. While Charmed, the target also has the Incapacitated condition.

Legendary Resistance (3/Day). If the fae fails a saving throw, it can choose to succeed instead.

Magic Resistance. The fae has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fae makes two Fae Blade attacks. It can replace one of these attacks with Stunning Soliloquy if available.

Fae Blade. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 20 (3d8 + 7) Force damage.

Spellcasting. The fae casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19):

At Will: *Detect Magic, Prestidigitation, Suggestion*
1/Day Each: *Major Image, Zone of Truth*

Stunning Soliloquy (Recharge 5–6). *Wisdom Saving Throw:* DC 19, each creature of the fae's choice within 30 feet. *Failure:* The target has the Stunned condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

REACTIONS

The fae can take up to three reactions per round but only one per turn.

Capricious Step. *Trigger:* The fae takes damage. *Response:* The fae has the teleports to an unoccupied space it can see within 30 feet and has the Invisible condition until the end of its next turn.

Ridicule. *Trigger:* A creature misses the fae with an attack roll. *Response:* The triggering creature takes 5 (2d4) Psychic damage.



NARWHAL

Habitat: Coastal, Underwater; **Treasure:** None

The horned loch-whale, like the unicorn and bunnicorn, is a horned beast of legend. Unlike the former two examples, the loch-whale is a carnivorous terror. It is rarely sighted, but when it grows hungry enough, it can leap up from the water to pierce and drag down prey swimming or flying overhead.

NARWHAL

Gargantuan Beast, Unaligned

AC 13

Initiative -1 (9)

HP 189 (14d20 + 42)

Speed 0 ft., Swim 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	26	+8	+8	DEX	8	-1	-1	CON	17	+3	+3	INT	3	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Senses Darkvision 120 ft., Passive Perception 11

Languages None

CR 8 (XP 3,900; PB +3)

TRAITS

Lagoon Breach. The whale's High Jump out of the water is 30 feet. The whale can make one Bite or Horn attack during the jump.

Water Breathing. The whale can breathe only underwater.

ACTIONS

Multiattack. The whale makes one Bite attack and one Horn attack.

Bite. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 21 (3d8 + 8) Piercing damage. If the target is Large or smaller, it is swallowed. While swallowed, the target has the Blinded and Grappled conditions, has Total Cover, and takes 3 (1d6) Acid damage at the start of each of the whale's turns.

The whale can swallow two creatures this way. If the whale takes 30 damage or more on a single turn from a swallowed creature, the whale regurgitates all swallowed creatures, each of which falls in a space within 10 feet of the whale and has the Prone condition. If the whale dies, all swallowed creatures are similarly regurgitated.

Horn. *Melee Attack Roll:* +11, reach 15 ft. *Hit:* 18 (3d6 + 8) Piercing damage.

ICE ELEMENTAL

Large Elemental, Neutral

AC 16

Initiative +0 (10)

HP 93 (11d10 + 33)

Speed 30 ft., Burrow 30 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	18	+4	+4	DEX	17	+3	+3	CON	16	+3	+3						
INT	5	-3	-3	WIS	10	+0	+0	CHA	8	-1	-1						

Vulnerabilities Fire

Resistances Bludgeoning, Piercing, Slashing

Immunities Cold, Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Aquan, Auran)

CR 5 (XP 1,800; PB +3)

TRAITS

Cold Aura. At the end of each of the elemental's turns, each creature in a 10-foot Emanation originating from the elemental takes 5 (1d10) Cold damage. Water in the Emanation freezes to a depth of 6 inches until the end of the elemental's next turn. Creatures that were swimming on the surface of frozen water have the Restrained condition until the end of the elemental's next turn, or until the Restrained creature takes an action to break free.

Ice Glide. When the elemental uses its Burrow Speed to move through ice or snow, it doesn't disturb the material it moves through.

ACTIONS

Multiattack. The elemental makes two Freeze attacks.

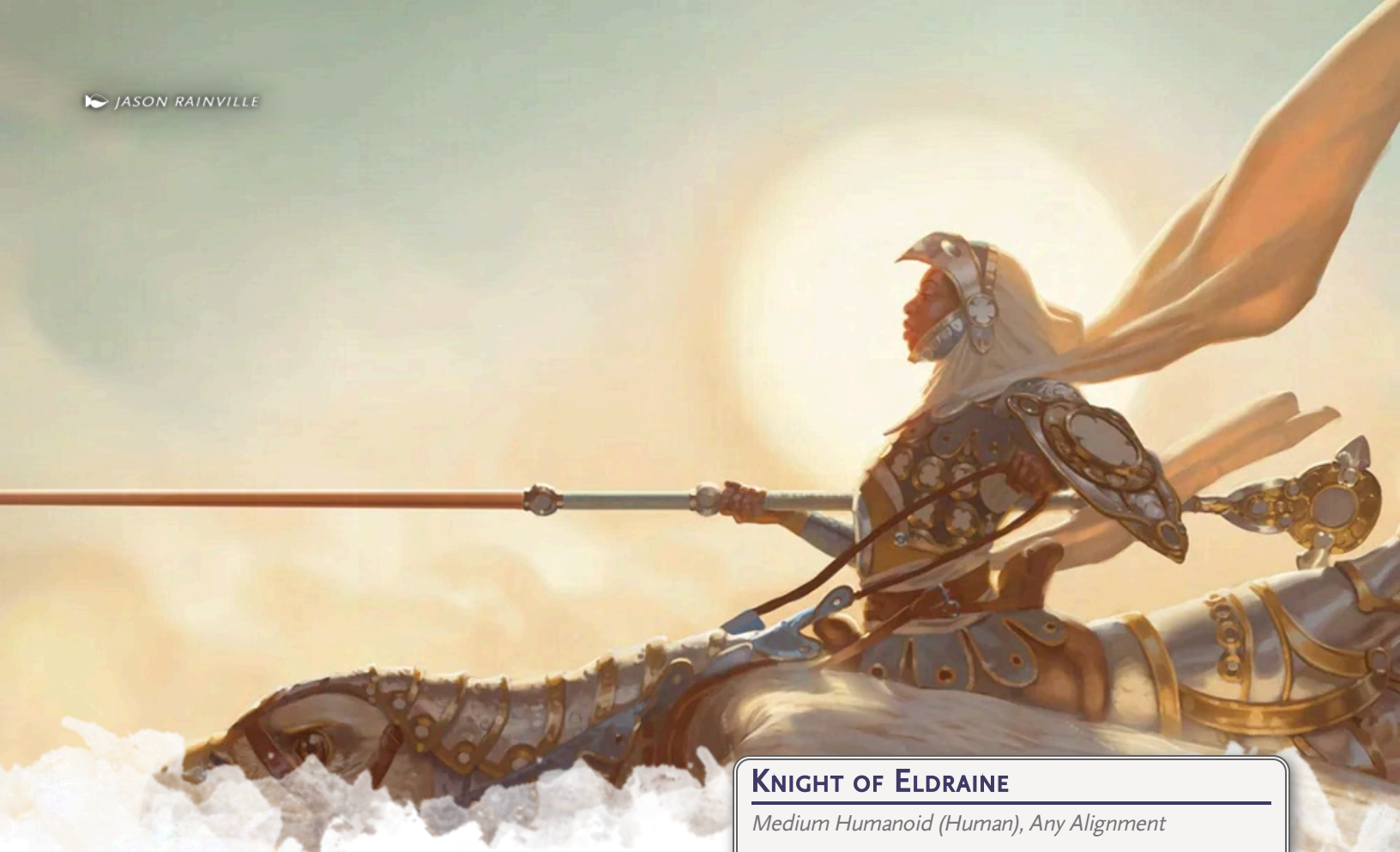
Freeze. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Cold damage, and the target's speed is reduced by 10 feet until the end of its next turn. *Critical Hit:* The target has the Restrained condition until the end of its next turn or until it takes Fire damage.

ICE ELEMENTAL

Habitat: Arctic; **Treasure:** Relics

Elementals are incarnations of the elements: air, earth, fire, and water. Though little more than animated energy on their own planes of existence, they can be called on by spellcasters and powerful beings to take shape and perform tasks.

Ice elementals have hulking, humanoid forms composed entirely out of ice, having a translucent white quality and being covered in frost resembling armor and weapons.



KNIGHT OF ELDRINE

Habitat: Any; **Treasure:** Armaments

Even in the shattered remnants of the realm in the aftermath of the Phyrexian invasion, knighthood is among the highest honors one can receive. Knights of the realm, who are all addressed with the honorific "Syr," are revered as champions, heroes, and paragons of virtue.

Knights of Eldraine channel their devotion to the virtues of the realm into magical power that infuses their attacks. Most knights deal extra radiant damage with these attacks, but some knights might deal damage of a different type, such as Fire (for knights of Embereth) or Necrotic (for knights of Lothwain).

KNIGHT OF ELDRINE

Medium Humanoid (Human), Any Alignment

AC 18

Initiative +1 (11)

HP 78 (12d8 + 24)

Speed 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	16	+3	+3	DEX	12	+1	+1	CON	14	+2	+4
INT	13	+1	+1	WIS	11	+0	+2	CHA	13	+1	+1

Gear Heavy Crossbow, Longsword

Senses Passive Perception 10

Languages Common

CR 3 (XP 700; PB +2)

TRAITS

Knighly Virtue. The knight has Advantage on ability checks and saving throws it makes using one ability, determined by the court it serves: Ardenvale (Charisma), Embereth (Wisdom), Garenbrig (Strength), Lothwain (Constitution), Vantress (Intelligence), or Verdant (Dexterity).

ACTIONS

Lance. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 9 (1d12 + 3) Piercing damage plus 9 (2d8) Radiant damage.

Longsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 9 (2d8) Radiant damage, and the knight gains a +2 bonus to its AC until the start of its next turn.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage plus 9 (2d8) Radiant damage.



LIVING PUPPET

Tiny Construct, Any Alignment

AC 12 **Initiative** +2 (12)
HP 21 (6d4 + 6)
Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	6	-2	-2	DEX	14	+2	+2	CON	13	+1	+1												
INT	10	+0	+2	WIS	11	+0	+2	CHA	10	+0	+2												

Resistances Bludgeoning, Piercing, Slashing
Immunities Poison; Paralyzed, Petrified, Poisoned
Senses Darkvision 30 ft., Passive Perception 10
Languages Common
CR 2 (XP 450; PB +2)

TRAITS

False Appearance. If the puppet is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, a creature that hasn't observed the puppet move or act can discern the puppet is a creature only with a successful DC 10 Intelligence (Investigation) check as a Study action.

ACTIONS

Multiattack. The puppet makes two Slam attacks.

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Bludgeoning damage.

LIVING PUPPET

Habitat: Urban; **Treasure:** Implements

Living puppets are marionettes and dolls that have been animated by magic. Faerie pathlighters, known for meddling in human affairs, have a particular inclination to creating living puppets and accompanying them on their curious adventures throughout the land.



LOST LEGIONNAIRE

Habitat: Forest, Swamp; **Treasure:** Relics

In times past, knights of Lothwain would venture into the wilds to find a worthy gift from the wilds to give to Queen Ayara, ruler of the court. These relics would remind her of the time of the elven dominion, and if a knight was found worthy, his reward would be a marriage to the queen and a send-off into the wilds to find the fabled Cauldron of Eternity, whose magic can bring the dead back to life.

But as Lothwain exemplifies the virtue of persistence, not even death can stop these knights. As ghosts, they scour the wilds for any trace of the Cauldron, and will jealously defend its secrets from anyone unlucky enough to wander into their path.

LOST LEGIONNAIRE

Medium Undead, Any Alignment

AC 12

Initiative +2 (12)

HP 55 (10d8 + 10)

Speed 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	16	+3	+3	DEX	15	+2	+2	CON	12	+1	+4
INT	13	+1	+1	WIS	12	+1	+4	CHA	14	+2	+2

Skills Perception +4

Resistances Bludgeoning, Necrotic, Piercing, Slashing

Immunities Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Restrained

Senses Passive Perception 14

Languages The languages it knew in life

CR 5 (XP 1,800; PB +3)

TRAITS

Incorporeal Passage. The legionnaire can move through other creatures and objects as if they were Difficult Terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 5 (1d10) Force damage for every 5 feet traveled.

ACTIONS

Multiattack. The legionnaire makes two Withering Blade attacks.

Withering Blade. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 3) Slashing damage plus 11 (2d10) Necrotic damage.



MAGE APPRENTICE

Medium Humanoid, Any Alignment

AC 13

Initiative +0 (10)

HP 13 (3d8)

Speed 30 ft.

MOD SAVE				MOD SAVE				MOD SAVE			
STR	9	-1	-1	DEX	10	+0	+0	CON	10	+0	+0
INT	14	+2	+2	WIS	10	+0	+0	CHA	11	+0	+0

Skills Arcana +4, History +4

Senses Passive Perception 10

Languages Common

CR 1/4 (XP 50; PB +2)

ACTIONS

Arcane Burst. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 120 ft. *Hit:* 7 (1d10 + 2) Force damage.

Spellcasting (Wizard). The apprentice casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14):

At will: *Mage Hand, Prestidigitation*

1/Day Each: *Burning Hands, Detect Magic, Mage Armor* (included above)

MAGE APPRENTICE

Habitat: Urban; **Treasure:** Arcana

Apprentices are novice arcane spellcasters who serve more experienced wizards, especially in Castle Vantress. They perform menial work like cooking or cleaning in exchange for education in the ways of magic.



MERFOLK

Habitat: Coastal, Underwater; **Treasure:** Relics

The merfolk of Eldraine, also called Undines, are defined by their compulsive curiosity. Rather than seeking knowledge in service of others, merfolk hoard secrets and lord them over others. As a result, little is known about merfolk origins, customs, or magic.

MERFOLK SAGE

Merfolk sages are those who have hoarded the most knowledge, especially that of an arcane nature. Some knights will specifically seek out merfolk sages to uncover knowledge. However, ask a merfolk even a simple question and the answer is a journey far beyond the known.

MERFOLK SAGE

Medium Humanoid (Merfolk), Any Alignment

AC 15 **Initiative** +2 (12)
HP 81 (18d8)
Speed 20 ft., Swim 40 ft.

	MOD			SAVE		MOD			SAVE		MOD			SAVE
STR	9	-1	-1		DEX	14	+2	+2		CON	11	+0	+0	
INT	17	+3	+6		WIS	12	+1	+4		CHA	11	+0	+0	

Skills Arcana +6, History +6
Senses Passive Perception 11
Languages Aquan, Common, Sylvan
CR 6 (XP 2,300; PB +3)

ACTIONS

Multiattack. The merfolk makes three Aquatic Burst attacks.

Aquatic Burst. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 11 (2d10) Cold damage plus 5 (1d10) Acid damage.

Spellcasting (Wizard). The merfolk casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14):

At will: *Comprehend Languages, Detect Magic, Identify, Mage Armor (included above), Prestidigitation*
2/Day Each: *Banishment, Dispel Magic, Locate Object*
1/Day Each: *Legend Lore, Locate Creature, Protection from Evil and Good, Scrying*

REACTIONS

Counterspell (1/Day). The merfolk casts Counterspell in response to that spell's trigger, using the same spellcasting ability in Spellcasting.

Shield (2/Day). The merfolk casts Shield in response to that spell's trigger, using the same spellcasting ability in Spellcasting.

MERFOLK SCAVENGER

Medium Humanoid (Merfolk), Any Alignment

AC 12

Initiative +2 (12)

HP 22 (4d8 + 4)

Speed 20 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +1	DEX	14	+2 +4	CON	12	+1 +1
INT	11	+0 +0	WIS	10	+0 +0	CHA	13	+1 +1

Skills Athletics +3, Perception +2

Gear two Nets

Senses Passive Perception 12

Languages Aquan, Common

CR 1 (XP 200; PB +2)

TRAITS

Amphibious. The merfolk can breathe air and water.

ACTIONS

Multiattack. The merfolk makes two Coral Rapier attacks and uses Net.

Coral Rapier. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 11 (2d10) Necrotic damage.

Net. *Dexterity Saving Throw:* DC 12, one Large or smaller creature the merfolk can see within 15 feet. *Failure:* The target has the Restrained condition until freed or until the net is destroyed (AC 10; HP 5; Immunity to Bludgeoning, Poison, and Psychic damage). The target or a creature within 5 feet of it can make a DC 10 Strength (Athletics) check as an action, freeing the Restrained target on a success.

MERFOLK SCAVENGER

Not all undines are content to seek knowledge peacefully. Scavengers comb the shallows of Lochmere for relics of a bygone era. And if they happen upon a lone traveler, all the better.



NIGHTMARE HAUNT

Habitat: Dream Realm; **Treasure:** None

Nightmare haunts are terrors from the minds of Eldraine's sleeping citizens, made tangible by the planeswalker Ashiok. These creatures can hurt the body and also attack the minds of dreamers afflicted by the Wicked Slumber.

Nightmare haunts appear as horrifying shadow creatures with forms evocative of their victims' deepest fears. Due to the collective trauma experienced by the people of Eldraine during the Phyrexian invasion, many nightmare haunts take the shape of those terrifying invaders, having multiple limbs and inhuman visages. Smoky purplish energy wafts from their forms, suggesting their connection to the Wicked Slumber.

NIGHTMARE HAUNT

Medium Aberration, Neutral Evil

AC 13 **Initiative** +3 (13)
HP 44 (8d8 + 8)
Speed 30 ft., Climb 30 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	14	+2	+2	DEX	17	+3	+3	CON	13	+1	+1
INT	9	-1	-1	WIS	12	+1	+1	CHA	17	+3	+3

Immunities Psychic; Blinded, Charmed, Exhaustion, Frightened
Senses Blindsight 120 ft. (Blinded beyond this radius), Passive Perception 11
Languages Deep Speech, Telepathy 120 ft.
CR 5 (XP 1,800; PB +3)

TRAITS

Magic Resistance. The haunt has Advantage on saving throws against spells and other magical effects.

Somnophage. At the start of its turn, the haunt gains a number of Temporary Hit Points equal to 5 times the number of creatures that have the Unconscious condition in 30-foot Emanation originating from the haunt.

ACTIONS

Multiattack. The haunt makes two Claw attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 9 (2d8) Psychic damage.

Tendrils of Slumber (Recharge 5–6). *Strength Saving Throw:* DC 14, each creature in a 15-foot Emanation originating from the haunt. *Failure:* 11 (2d10) Necrotic damage, and the target has the Restrained condition for 1 minute or until the haunt uses Tendrils of Slumber again. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. *Failure by 5 or More:* The Restrained target also has the Unconscious condition until it takes damage or another creature takes an action to shake it awake.

BONUS ACTIONS

Shadow Stealth. While in Dim Light or Darkness, the haunt takes the Hide action.

OGRE CHITTERLORD

Large Giant, Any Alignment

AC 12

Initiative +0 (10)

HP 52 (7d10 + 14)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	10	+0 +0	CON	15	+2 +2
INT	5	-3 -3	WIS	12	+1 +3	CHA	9	-1 -1

Skills Animal Handling +3, Nature +1

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Giant

CR 3 (XP 700; PB +2)

TRAITS

Speak with Rats. The ogre can communicate simple concepts to rats and giant rats.

ACTIONS

Multiattack. The ogre makes two attacks, using Club or Rat-Tail Whip in any combination.

Club. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Rat-Tail Whip. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 13 (2d8 + 4) Slashing damage. If the target is Large or smaller, it is pulled up to 5 feet toward the ogre.

Spellcasting (Druid). The ogre casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 11):

At Will: *Beast Sense* (rats only), *Druidcraft*, *Entangle*
1/Day Each: *Animal Messenger* (rats only), *Stinking Cloud*

BONUS ACTIONS

Call Rats (1/Day) The ogre summons two **Giant Rats**. Each creature appears in an unoccupied space the ogre can see within 30 feet. Each creature is an ally to the ogre, obeys its verbal commands, and takes its turns immediately after the ogre's on the same Initiative count. The creatures remain for 1 hour, until the ogre dies, or until the ogre dismisses them as a Bonus Action.

OGRE CHITTERLORD

Habitat: Forest, Swamp, Urban; **Treasure:** Relics

When ogres first moved into the wilds of Eldraine, they encountered all manner of unfamiliar creatures: spellcasting witches, tricky faeries, and talking beasts. Over generations, these ogres adapted to their new environs, passing down a spellcasting tradition of their own to help their kin wreak havoc in the wilds and beyond.

An ogre chitterlord exercises control over the rats that infest Dunbarrow and countless other regions in the wilds of Eldraine. When ogres venture from the wilds to raid nearby settlements, an ogre chitterlord often leads the way, calling rats from the alleys and sewers to harry townsfolk from within the city while the ogres lay siege to the outer walls. Should their rodent allies fail them, chitterlords can also turn the tide of any battle with their prodigious strength and druidic magic.



OTTER

Habitat: Forest, Grassland; **Treasure:** None

Otters are aquatic mammals found commonly in the rivers and lochs of the Wilds. Some otters show a particular penchant for magic, and while this is rare, some wizards are known to take the furry critters as familiars. On Eldraine, the *Find Familiar* spell can summon an otter.

OTTER

Small Beast, Unaligned

AC 13

Initiative +0 (10)

HP 2 (1d6 - 1)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	DEX	16	+3	+3	CON	8	-1	-1
INT	2	-4	-4	WIS	12	+1	+1	CHA	3	-4	-4

Skills Acrobatics +5, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

OUPHE

Tiny Fey, Chaotic Neutral

AC 15

Initiative +4 (14)

HP 10 (4d4)

Speed 20 ft., Fly 30 ft.

MOD				SAVE		MOD				SAVE		MOD				SAVE							
STR	3	−4	−4	DEX	18	+4	+4	CON	10	+0	+0	INT	11	+0	+0	WIS	12	+1	+1	CHA	14	+2	+2

Skills Perception +3, Sleight of Hand +6, Stealth +6

Senses Passive Perception 13

Languages Common, Sylvan

CR 1/4 (XP 50; PB +2)

ACTIONS

Antimagic (Recharge 6). The ouphe targets one magic item it can see within 120 feet. If the magic item isn't an Artifact, its magical properties don't work for 10 minutes, until the ouphe has the Incapacitated condition, or until the ouphe takes a Bonus Action to end the effect.

Spellcasting. The ouphe casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Druidcraft*, *Vicious Mockery* (level 5 version)

1/Day Each: *Confusion*, *Dancing Lights*, *Dispel Magic*, *Hideous Laughter*, *Magic Aura*, *Plant Growth* (as an action)

Tail Swipe. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 1 Bludgeoning damage.

REACTIONS

Counterspell (1/Day). The ouphe casts *Counterspell* in response to that spell's trigger, using the same spellcasting ability in Spellcasting.

OUPHE

Habitat: Forest; **Treasure:** Arcana

Ouphes are curious creatures found throughout the wilds of Eldraine. Though often seen as dim-witted, ouphes are magically connected to the natural world and know more about the secret lives of trees, mushrooms, and moss than most mortals. Ouphes are related to faeries, though they are treated as distant (and embarrassing) cousins.

QUESTING BEAST

Habitat: Forest; **Treasure:** Relics

The Questing Beast is a kind of hydra or chimera, with a sharp stinging tail and reptilian features. Despite its name, it is not beastly in the slightest. It is incredibly intelligent and wise, so much so that the throne of the high king is dependent on its whim.

When there is to be a new high king in Eldraine, there is no political vying or maneuvering. Instead, the Questing Beast chooses two individuals each generation, a future king and queen, to undertake the challenge of attaining knighthood in all five courts. If they are successful, they are crowned the next high king and high queen.

QUESTING BEAST

Large Monstrosity, Neutral Good

AC 16

Initiative +1 (16)

HP 104 (11d10 + 44)

Speed 60 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	19	+4	+4	DEX	12	+1	+1	CON	18	+4	+4
INT	10	+0	+0	WIS	16	+3	+3	CHA	9	-1	-1

Skills Insight +9, Perception +9, Stealth +4

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Stunned

Senses Truesight 30 ft., Passive Perception 19

Languages All

CR 6 (XP 2,300; PB +3)

TRAITS

Vigilant. The beast has Advantage on Initiative rolls.

ACTIONS

Multiattack. The beast makes one Solemn Bite attack, one Furious Bite attack, and one Mirthful Bite attack.

Furious Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 3 (1d6) Psychic damage, and the target has the Charmed condition until the start of the beast's next turn. Before moving on its turn, the Charmed target must take the Attack action to make an attack against a creature of the beast's choice.

Mirthful Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 3 (1d6) Psychic damage, and the target has the Incapacitated and Prone conditions until the start of the beast's next turn. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the Prone condition on itself.

Solemn Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 3 (1d6) Poison damage, and the target has the Poisoned condition until the start of the beast's next turn.



PASCAL QUIDAULT

RANGER

Medium Humanoid, Any Alignment

AC 16 Initiative +4 (14)
HP 75 (10d8 + 30)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	11	+0 +0	DEX	18	+4 +4	CON	16	+3 +3
INT	11	+0 +0	WIS	14	+2 +2	CHA	10	+0 +0

Skills Acrobatics +6, Perception +6, Stealth +6

Gear Longbow, Shortsword

Senses Passive Perception 16

Languages Common

CR 3 (XP 700; PB +2)

ACTIONS

Multiattack. The ranger makes two attacks, using Longbow or Shortsword in any combination.

Longbow. Ranged Attack Roll: +6, range 150/600 ft. Hit: 8 (1d8 + 4) Piercing damage.

Shortsword. Melee Attack Roll: +6, reach 5 ft. Hit: 7 (1d6 + 4) Piercing damage.

BONUS ACTIONS

Hunter's Mark (3/Day). The ranger casts *Hunter's Mark* using Wisdom as the spellcasting ability.

RANGER

Habitat: Forest, Urban; **Treasure:** Armaments

The Boundary Lands that divide the Realm and Wilds are dangerous. Many travelers and adventuring parties hire the services of rangers, who brave the Wilds and help citizens of the Realm navigate the shifting and dangerous landscape. A good ranger knows to watch the skies for the Archons of Boundaries, and uses their presence to assist them with navigation and spotting danger.



RIMESTAG

Habitat: Arctic; **Treasure:** None

Attracted by the quiet of Hylda's realm, reindeer herds moved in and made themselves at home near the palace of ice. These beasts have an innate, elemental magic. Their horns of hoarfrost grow every night, gleam at dawn, and melt by dusk.

RIMESTAG

Large Beast, Unaligned

AC 11

Initiative +0 (10)

HP 68 (8d10 + 24)

Speed 40 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	19	+4	+4	DEX	11	+0	+0	CON	16	+3	+3						
INT	2	-4	-4	WIS	10	+0	+0	CHA	6	-2	-2						

Skills Perception +2

Senses Passive Perception 12

Languages None

CR 3 (XP 700; PB +2)

ACTIONS

Multiattack. The rimestag makes two Ram attacks.

Ram. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 2 (1d4) Cold damage. If the rimestag moved at least 20 feet straight toward the target immediately before the hit, the target also has the Prone condition.

LAND GIANT

Habitat: Grassland, Hill; **Treasure:** Relics

Far larger than the 15-foot tall giants of Garenbrig, the realm-cloaked giant is an enigmatic figure that uses its strength and magic to upend entire villages throughout the realms. This dangerous figure has been quested after and hunted by knights of all courts in the past, to no avail. Its power is hitherto unmatched throughout the realm or the wilds.



LAND GIANT

Gargantuan Giant, Neutral

AC 18 **Initiative** +2 (12)
HP 402 (23d20 + 161)
Speed 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	27	+8	+8	DEX	14	+2	+2	CON	25	+7	+14																		
INT	14	+2	+2	WIS	21	+5	+12	CHA	18	+4	+4																		

Skills Perception +12

Resistances Bludgeoning, Piercing, Slashing

Immunities Poison; Paralyzed, Poisoned, Prone

Senses Passive Perception 22

Languages Giant

CR 22 (XP 41,000; PB +7)

TRAITS

Legendary Resistance (4/Day). If the giant fails a saving throw, it can choose to succeed instead.

Magic Resistance. The giant has Advantage on saving throws against spells and other magical effects.

Siege Monster. The giant deals double damage to objects and structures.

ACTIONS

Multiattack. The giant uses Cast Off and makes two attacks, using Slam or Boulder in any combination. It can replace Cast Off with a Boulder attack.

Boulder. Ranged Attack Roll: +15, range 120/480 ft. **Hit:** 27 (3d12 + 8) Bludgeoning damage.

Cast Off. *Dexterity Saving Throw:* DC 23, one creature the giant can see within 30 feet. **Failure:** 30 (4d10 + 8) Bludgeoning damage, and the target is pushed up to 100 feet away from the giant and has the Prone condition.

Slam. Melee Attack Roll: +15, reach 20 ft. **Hit:** 26 (4d8 + 8) Force damage.

BONUS ACTIONS

Earth-Shaking Movement. The giant moves up to its Speed, then sends a shockwave through the ground in a 60-foot-radius circle centered on the giant. *Constitution Saving Throw:* DC 23, each creature in the circle. **Failure:** The target has the Prone condition and its Concentration is broken.



REDTOOTH WEREOFX

Habitat: Forest; **Treasure:** Relics

By day, the elves of Redtooth Keep are agile and adept rangers, expertly patrolling the lands around one of the last elven citadels in Eldraine. But at night, terrifying howls echo from the keep's halls as its inhabitants transform into ruthless werefoxes.

Unlike other forms of lycanthropy, the werefox curse isn't contagious and is limited to the elves of Redtooth Keep. Legends say that long ago, the garrison at Redtooth Keep turned away a group of travelers seeking shelter. Before departing, one of the travelers was revealed to be a powerful witch and cursed the elves, declaring that their bodies would forever transform to match their hearts' selfish and bestial natures.

"MY PEOPLE ARE BOTH BLOOM AND THORN. OUR ferocious impulses are as much a part of us as our skills, our beauty, and our history."

— Yenna, Redtooth regent

REDTOOTH WEREOFX

Medium Monstrosity (Elf), Any Alignment

AC 13

Initiative +3 (13)

HP 60 (11d8 + 11)

Speed 30 ft. (Elf only) or 40 ft. (Fox and Hybrid only)

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	16	+3	+3	DEX	17	+3	+3	CON	12	+1	+1
INT	11	+0	+0	WIS	13	+1	+1	CHA	10	+0	+0

Skills Acrobatics +5, Perception +5, Survival +3

Gear Lance

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish

CR 3 (XP 700; PB +2)

ACTIONS

Multiattack. The werefox makes two attacks, using Bite or Lance in any combination.

Bite (Fox and Hybrid Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the werefox moved at least 20 feet straight toward the target immediately before the hit, and the target is Large or smaller, the target has the Prone condition.

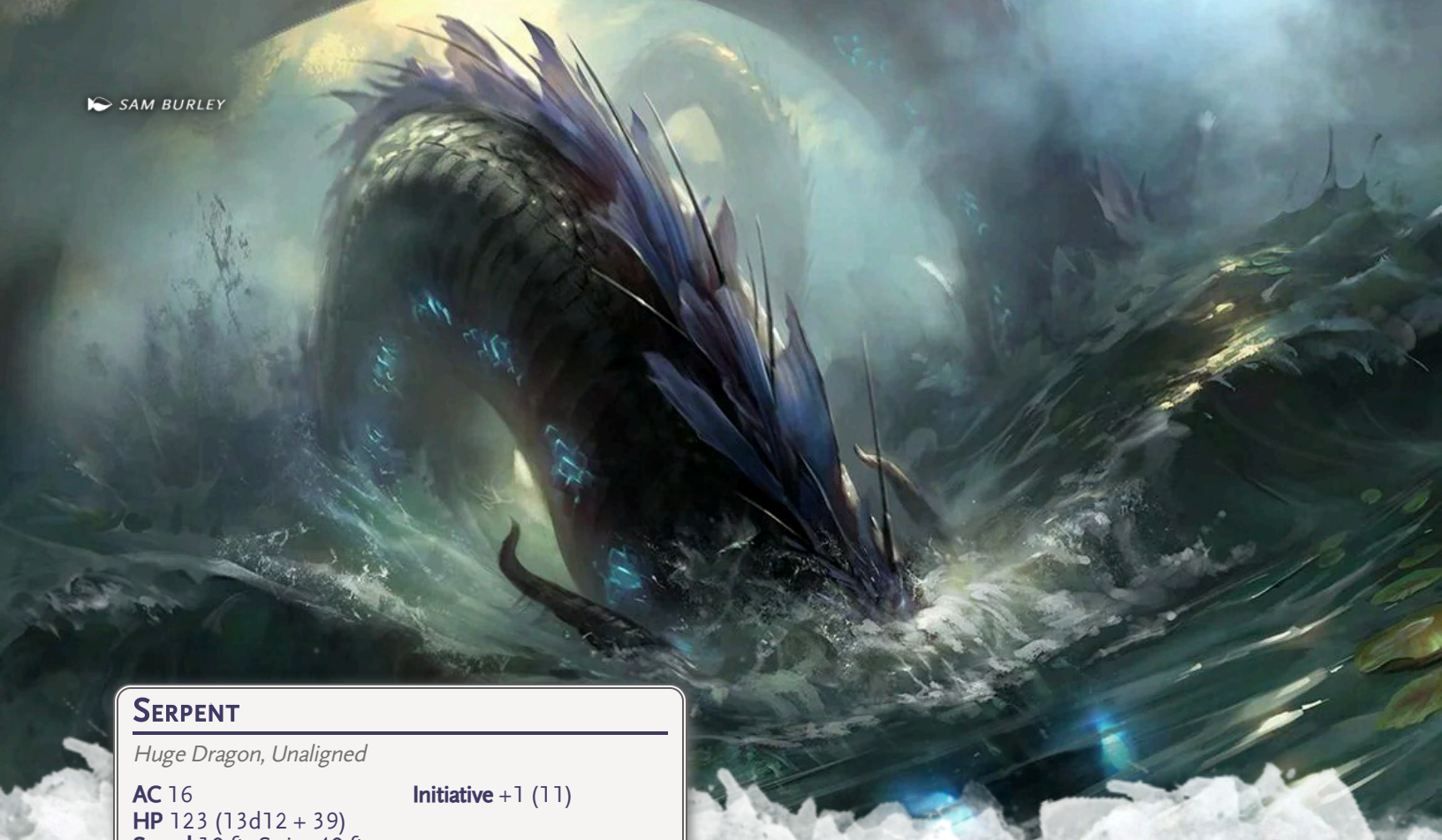
Lance (Elf and Hybrid Only). *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 9 (1d12 + 3) Piercing damage.

Entangling Arrow (Elf and Hybrid Only). *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 10 (2d6 + 3) Piercing damage, and the target has the Restrained condition until the start of the werefox's next turn.

BONUS ACTIONS

Change Shape. The werefox shape-shifts into a fox-elf Hybrid, into a Fox, or back into its Elf form. Its game statistics, other than its Speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its elf form when it dies.

Vulpine Nimbleness (Fox and Hybrid Only). The werefox takes the Dash or Disengage action.



SERPENT

Huge Dragon, Unaligned

AC 16

Initiative +1 (11)

HP 123 (13d12 + 39)

Speed 10 ft., Swim 40 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	19	+4	+7	DEX	12	+1	+1	CON	17	+3	+6						
INT	8	-1	-1	WIS	13	+1	+1	CHA	10	+0	+0						

Skills Perception +4, Stealth +4

Immunities Cold

Senses Darkvision 120 ft., Passive Perception 14

Languages understands Draconic but can't speak

CR 8 (XP 3,900; PB +3)

TRAITS

Amphibious. The serpent can breathe air and water.

Siege Monster. The serpent deals double damage to objects and structures.

ACTIONS

Multiattack. The serpent makes one Bite attack and uses Constrict or Tail.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 5 (1d10) Cold damage.

Constrict. *Dexterity Saving Throw:* DC 15, one Large or smaller creature the serpent can see within 5 feet. *Failure:* 22 (4d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 15). While Grappled, the target has the Restrained condition.

Tail. *Dexterity Saving Throw:* DC 15, one creature the serpent can see within 5 feet. *Failure:* 9 (1d10 + 4) Bludgeoning damage, and the target is pushed up to 20 feet away and has the Prone condition.

SERPENT

Habitat: Coastal, Underwater; **Treasure:** Implements

Serpents are enormous beasts, draconic and aquatic in nature. They make their homes in the great lakes of Eldraine, including Lochmere and Loch Larent.

Serpents are as fiercely territorial as any other dragons, and they do not take kindly to ships passing over their domains without permission. Some can be appeased by offerings of treasure, but most demand that a ship's crew sacrifice one or more of their own.

Living amid the wreckage of sunken ships or in deep sea caves, serpents collect the cargo of the craft they sink, amassing great hoards of trade goods, sailors' trinkets, and pirates' booty.



SEWER KING

Habitat: Urban; **Treasure:** Relics

Sewer kings are hulking, monstrous rats empowered by fiendish blood. This unholy influence gives sewer kings their enormous size, supernatural strength, wicked cunning, and ability to speak.

Deep in the bowels of towns and cities, sewer kings reign over underground vermin, dreaming of the day when rats will overthrow surface dwellers. Rancid saliva drips from a sewer king's maw, and swarms of vermin skitter at the monstrous rat's beck and call.

"THE HUMAN WORLD WILL FALL," WHISPERED THE monstrous rat. 'You have but one choice to make: Will you fall with it?'"

— Song of the Vermin

SEWER KING

Medium Fiend, Lawful Evil

AC 13

Initiative +1 (11)

HP 52 (8d8 + 16)

Speed 40 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	18	+4	+4	DEX	13	+1	+1	CON	14	+2	+2						
INT	8	-1	-1	WIS	12	+1	+1	CHA	11	+0	+0						

Skills Perception +5, Stealth +3

Immunities Poison; Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages Infernal, Telepathy 30 ft.

CR 2 (XP 450; PB +2)

TRAITS

Speak with Beasts. The king can comprehend and verbally communicate with Beasts.

ACTIONS

Rancid Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 7 (2d6) Acid damage, and the target has the Poisoned condition until the start of the king's next turn.

Summon Swarm (1/Day). The king summons a **Swarm of Rats**, which appears in an unoccupied space the king can see within 30 feet. The swarm is an ally to the king, obeys its verbal commands, and takes its turns immediately after the king's on the same Initiative count. The swarm remains for 1 hour, until the king dies, or until the king dismisses it as a Bonus Action.

BONUS ACTIONS

Skitter. The king moves up its Speed without provoking Opportunity Attacks.

SHROUDED SHEPHERD

Medium Celestial, Neutral Good

AC 16

Initiative +1 (11)

HP 65 (10d8 + 20)

Speed 30 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	18	+4	+7	DEX	12	+1	+1	CON	15	+2	+2						
INT	10	+0	+0	WIS	16	+3	+6	CHA	11	+0	+0						

Skills Insight +6, Perception +6

Immunities Poison; Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 16

Languages Celestial, Common

CR 5 (XP 1,800; PB +3)

TRAITS

Cleave Shadows. The shepherd has Advantage on attack rolls against Aberrations and Undead.

Magic Resistance. The shepherd has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The shepherd makes two Blessed Axe attacks.

Blessed Axe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 3 (1d6) Radiant damage.

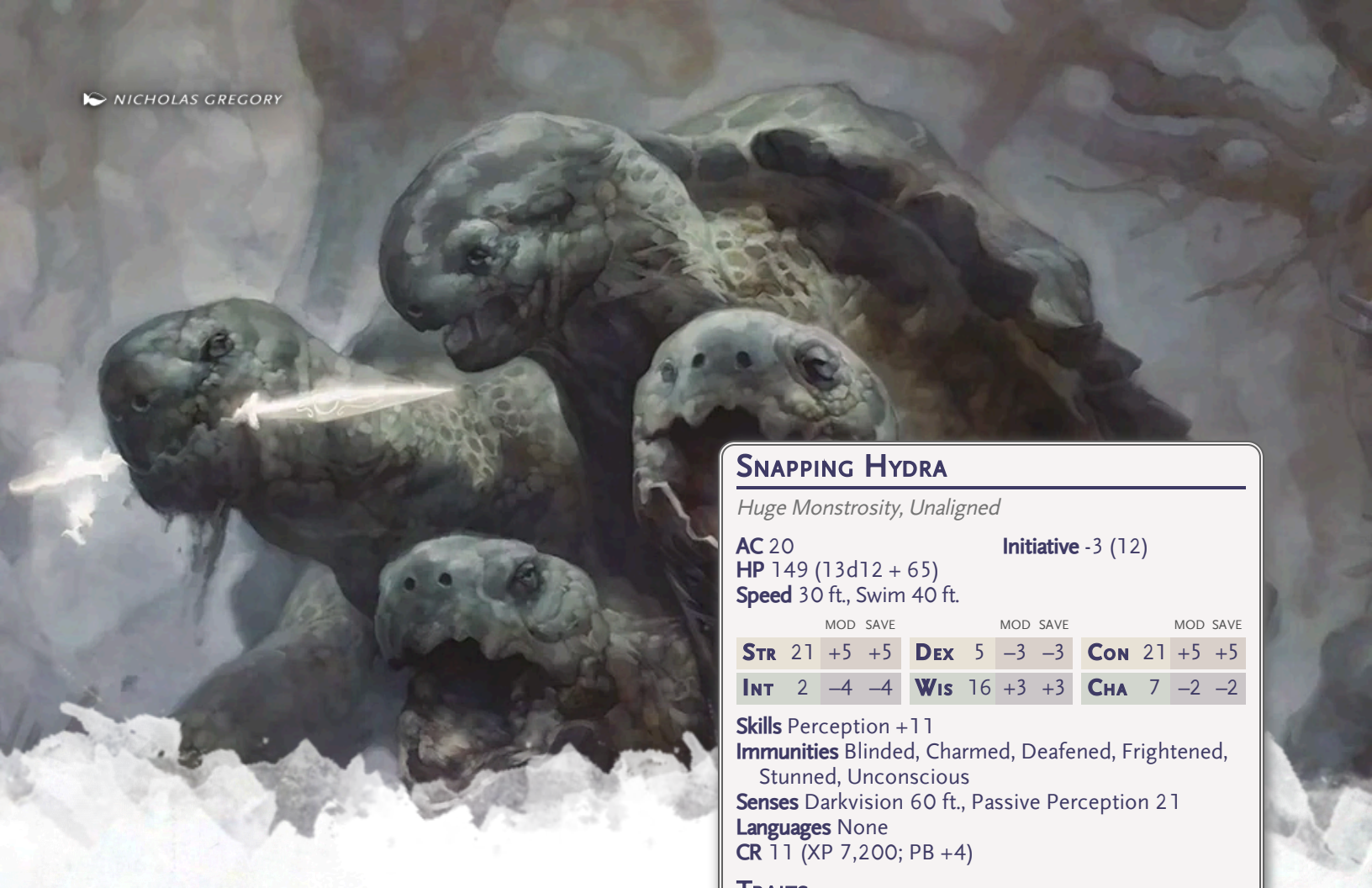
REACTIONS

Protection. *Trigger:* An enemy the shepherd can see makes an attack roll against an ally within 5 feet. *Response:* The attack roll has Disadvantage.

SHROUDED SHEPHERD

Habitat: Dream Realm; **Treasure:** None

When the curse of the Wicked Slumber began, the Ardenvale noble girl Neva was among the first to fall asleep. At the command of high king Kenrith, the loremages of Vantress sealed her into a glass coffin to study the curse's effects. Unbeknownst to them, Neva wandered a land of dreams and nightmares, searching for a way home. She would have perished in the land of dreams were it not for the intervention of a mysterious spectral figure.



SNAPPING HYDRA

Habitat: Coastal; **Treasure:** None

A rare variety of hydra native to the wilds of Eldraine, snapping hydras resemble giant, many-headed turtles. Snapping hydras dwell at the bottom of the wild's largest lakes, or along shorelines where the wilds meet the ocean. These monstrous creatures are aptly named; their bites are known to snap giants' arms cleanly in half.

Snapping hydras have naturally long life spans and strong instincts of self-preservation. When a snapping hydra feels a battle's odds tipping out of its favor, the hydra lets out a raspy screech and retracts into its shell. In the wilds of Eldraine, it's never long before a hungry or curious creature arrives to investigate, leaping into battle with the hydra's foes while the hydra makes an opportune exit.

SNAPPING HYDRA

Huge Monstrosity, Unaligned

AC 20 **Initiative** -3 (12)

HP 149 (13d12 + 65)

Speed 30 ft., Swim 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	21	+5	+5	DEX	5	-3	-3	CON	21	+5	+5	INT	2	-4	-4	WIS	16	+3	+3	CHA	7	-2	-2

Skills Perception +11

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Darkvision 60 ft., Passive Perception 21

Languages None

CR 11 (XP 7,200; PB +4)

TRAITS

Amphibious. The hydra can breathe air and water.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 30 or more damage in a single turn, one of its heads is destroyed. If all its heads are destroyed, the Goose Mother dies.

At the end of its turn, the hydra grows two heads for each of its heads that were destroyed since its last turn, unless it has taken Cold damage since its last turn. The hydra regains 10 Hit Points for each head it regrows.

Vigilant. The hydra has Advantage on Initiative rolls.

ACTIONS

Multiattack. The hydra makes as many Bite attacks as it has heads in its Multiple Heads trait.

Bite. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 14 (2d8 + 5) Piercing damage.

Shell Defense. The hydra withdraws into its shell until it emerges as a Bonus Action. While withdrawn, the hydra gains a +4 bonus to AC, has the Prone and Restrained conditions, and can't take actions or Reactions.

REACTIONS

The hydra can take as many Reactions per round as it has heads in its Multiple Heads trait, but only one Reaction per turn and only to make an Opportunity Attack.

SPECTER OF NIGHT

Huge Undead, Neutral Evil

AC 15

Initiative +4 (14)

HP 142 (15d12 + 45)

Speed 60 ft., Fly 60 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	22	+6	+6	DEX	18	+4	+8	CON	17	+3	+3						
INT	12	+1	+1	WIS	13	+1	+5	CHA	12	+1	+1						

Skills Perception +5

Resistances Necrotic

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages understands Common but can't speak

CR 12 (XP 8,400; PB +4)

TRAITS

Legendary Resistance (3/Day). If the specter fails a saving throw, it can choose to succeed instead.

Magic Resistance. The specter has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiaction. The specter uses Mournful Keening if available, then makes one Hooves attack and uses Reaping Scythe.

Hooves. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage plus 28 (8d6) Necrotic damage, and the target has the Prone condition if it is Large or smaller.

Reaping Scythe. *Dexterity Saving Throw:* DC 16, one creature the specter can see within 10 ft. *Failure:* 12 (1d12 + 6) Slashing damage plus 28 (8d6) Necrotic damage, and the target gains 1 level of Exhaustion. *Success:* Half damage only.

Keening Wail (Recharge 6). *Constitution Saving Throw:* DC 15, each creature within 120 feet. An Undead succeeds automatically. *Failure:* The target is marked for 1 minute or until it is target by *Remove Curse* or similar magic. While marked, the target can't regain Hit Points, has Disadvantage on Death Saving Throws, and all attack rolls against it have Advantage.

SPECTER OF NIGHT

Habitat: Forest, Swamp; **Treasure:** Relics

Like dark mirrors of Eldraine's archons, specters appear as shrouded figures mounted on horrific flying beasts. It is easy to look at a specter and imagine the rider in command of the mount, but the truth is the opposite; the flying horror is an Undead monster that scours the wilds for a knightly corpse. On finding one, the horror binds its essence to the dead body, giving the corpse the semblance of life as a rider. The two function as a single creature, more powerful for their unnatural union.

Humans of Eldraine view specters as heralds of death. Specters are said to utter a keening wail, mournful beyond all other sounds and audible only to those who are about to die.



SWEETTOOTH HORROR

Habitat: Forest, Swamp; **Treasure:** Arcana

No one is certain of the true origin of Sweettooth Village. This eerie, abandoned town constructed of gingerbread and frosting lies deep in the wilds of Eldraine. Some say the fiendish candy monsters that prowl its butterscotch-lined streets were once servants of a powerful witch, and the entire place was a trap created to lure hungry travelers. But if the sugary horrors of Sweettooth Village were ever under someone's control, that time has long since passed.

"I SMELL FROSTING. READY YOUR WEAPONS!"

— Greta, scourge of Sweettooth

SWEETTOOTH HORROR

Large Fiend, Neutral Evil

AC 14

Initiative +4 (14)

HP 58 (9d10 + 9)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	15	+2	+2	DEX	18	+4	+4	CON	12	+1	+1												
INT	6	-2	-2	WIS	8	-1	-1	CHA	12	+1	+1												

Vulnerabilities Bludgeoning

Immunities Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 4 (XP 1,100; PB +2)

TRAITS

Caramelization. When the horror takes Fire damage, it releases a sweet, mesmerizing scent. *Wisdom Saving Throw:* DC 11, each creature within 30 feet. *Failure:* The target has the Charmed condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Magic Resistance. The horror has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The horror makes one Bite attack and uses Candy Cane twice.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 10 (3d6) Acid damage.

Candy Cane. *Dexterity Saving Throw:* DC 14, one creature the horror can see within 10 feet. *Hit:* 8 (1d8 + 4) Bludgeoning damage, or the target has the Prone condition and is pulled up to 5 feet toward the horror.



CANDIED GRAPPLER

Tiny Fiend, Neutral Evil

AC 14

HP 2 (1d4)

Speed 35 ft.

Initiative +3 (13)

	MOD			SAVE				MOD			SAVE				MOD			SAVE		
STR	4	−3	−3	DEX	16	+3	+3	CON	11	+0	+0									
INT	6	−2	−2	WIS	8	−1	−1	CHA	12	+1	+1									

Immunities Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

TRAITS

Caramelization. When the grappler takes Fire damage, it releases a sweet, mesmerizing scent. *Wisdom Saving Throw:* DC 11, each creature within 30 feet. *Failure:* The target has the Charmed condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Magic Resistance. The grappler has Advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage, and the target has the Poisoned condition until the start

CANDIED GRAPPLER

A candied grappler is a sweettooth horror that appears as a candied apple, covered in caramel. It has extra apple stems that act as four, spider-like legs, and it has sharp, human-like teeth. The bite of the candied grappler is venomous, inflicting a deadly toxin on the grappler's victims.

“DON’T YOU MEAN ‘POISONOUS’? THERE’S NO SUCH THING as a venomous—AGGHHH!”



SUGARMAW

The sugarmaw is a hulking horror of dough, frosting, cherries, and gummy worm tentacles. Its may has rows of razor sharp candied teeth. This creature runs entirely on instinct; the instinct to eat.

SUGARMAW

Large Fiend, Neutral Evil

AC 18

Initiative –1 (9)

HP 93 (11d10 + 33)

Speed 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	18	+4	+4	DEX	8	-1	-1	CON	17	+3	+3												
INT	6	-2	-2	WIS	8	-1	-1	CHA	12	+1	+1												

Immunities Poison; Charmed, Exhaustion, Poisoned

Senses Blindsight 120 ft. (Blinded beyond this radius),
Passive Perception 9

Languages None

CR 5 (XP 1,800; PB +3)

TRAITS

Caramelization. When the sugarmaw takes Fire damage, it releases a sweet, mesmerizing scent. *Wisdom Saving Throw:* DC 11, each creature within 30 feet. *Failure:* The target has the Charmed condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

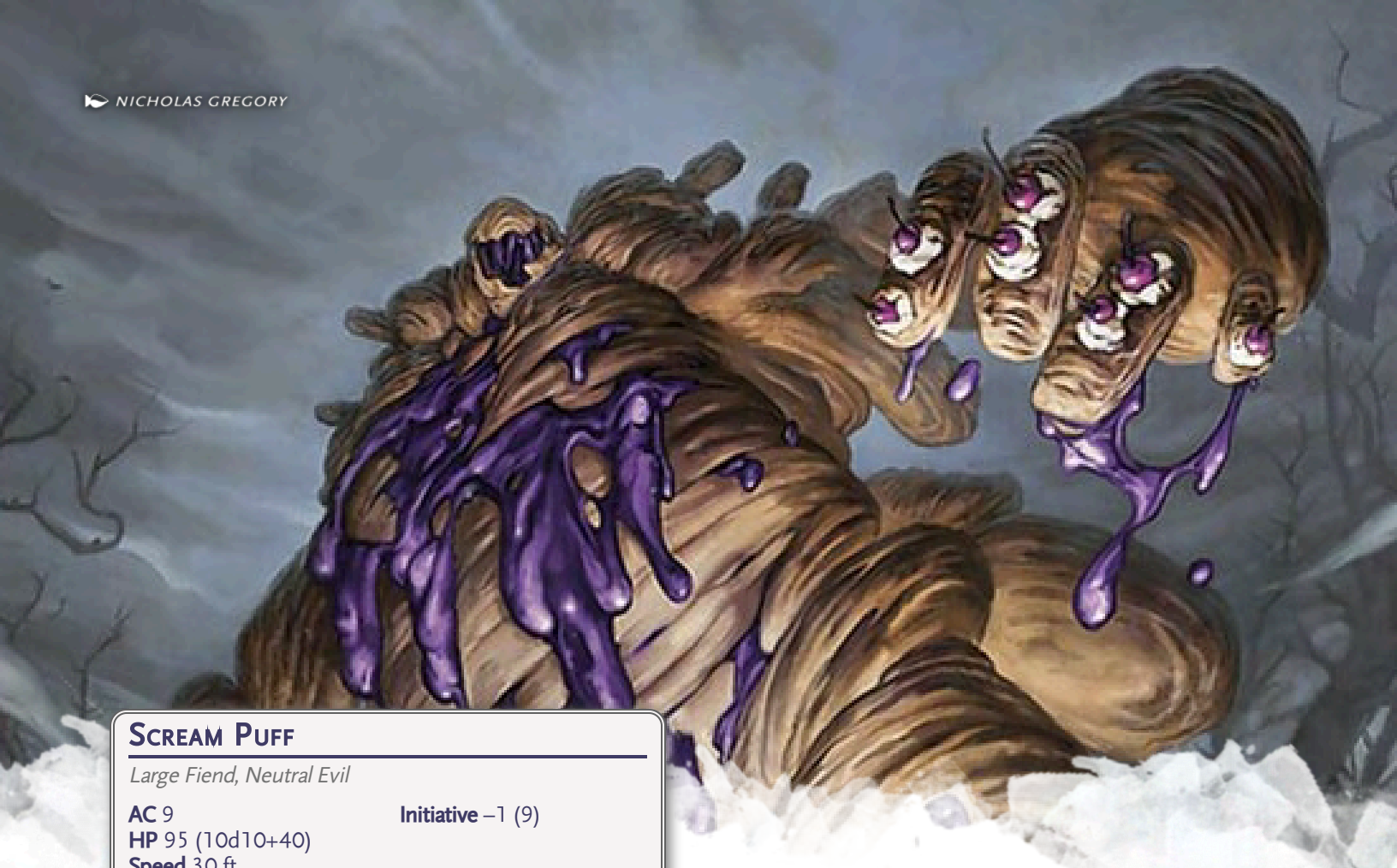
Magic Resistance. The sugarmaw has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The sugarmaw uses Gummy Worm four times and makes one Bite attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage plus 9 (2d8) Acid damage.

Gummy Worm. *Dexterity Saving Throw:* DC 15, one creature within 25 feet. *Hit:* The target has the Grappled condition (escape DC 15) until the worm is destroyed (AC 18; HP 10; Immunity to Poison and Psychic damage) and, if the target is Medium or smaller, it is pulled up to 25 feet towards the sugarmaw. The sugarmaw has four worms, each of which can grappled one target. If a worm is destroyed, the sugarmaw extrudes a new worm at the start of its next turn.



SCREAM PUFF

Large Fiend, Neutral Evil

AC 9

Initiative -1 (9)

HP 95 (10d10+40)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	9	-1 -1	CON	19	+4 +4
INT	6	-2 -2	WIS	8	-1 -1	CHA	12	+1 +1

Immunities Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 5 (XP 1,800; PB +3)

TRAITS

Caramelization. When the puff takes Fire damage, it releases a sweet, mesmerizing scent. *Wisdom Saving Throw:* DC 11, each creature within 30 feet. *Failure:* The target has the Charmed condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Magic Resistance. The puff has Advantage on saving throws against spells and other magical effects.

Sticky Body. A creature that hits the puff with a melee attack has the Grappled condition (escape DC 15). The puff can grapple up to three creatures this way.

ACTIONS

Multiattack. The puff makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 15). The puff has two arms, each of which can grapple one target.

SCREAM PUFF

Similar to an ooze in consistency, the scream puff is a large doughy dessert creature of frosting and cream. The viscous, sugary substance that leaks from its skin is incredibly sticky, and not very tasty.



TEMPEST HART

Habitat: Clouds; **Treasure:** None

Storm giants live high above Eldraine in a cloudy landscape known as Stormkeld. Massive cottages, keeps, and towers dot this magical realm, scattered between expanses of cloudy wilderness marked by tangles of giant beanstalks and raging storms. Various enormous creatures dwell in these wilds, with the tempest hart being among the most majestic.

A colossal elk with antlers made of living lightning, a tempest hart has a long mane of fine hair that waves as if tossed by a strong wind. Its patterned hide resembles the twisting beanstalks that also coil around its legs, shoulders, and haunches.

Storm giant hunters consider tempest harts to be the worthiest prey, desirable for their meat and the raw lightning of their antlers. However, these creatures wield mighty elemental power to defend themselves.

TEMPEST HART

Huge Elemental, Unaligned

AC 13

Initiative +3 (13)

HP 147 (14d12 + 56)

Speed 50 ft., Fly 50 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	21	+5	+5	DEX	17	+3	+7	CON	18	+4	+4	INT	3	-4	-4	WIS	18	+4	+8	CHA	14	+2	+2

Skills Perception +12

Resistances Bludgeoning, Piercing, Slashing

Immunities Lightning, Thunder; Exhaustion

Senses Passive Perception 22

Languages None

CR 11 (XP 7,200; PB +4)

TRAITS

Legendary Resistance (3/Day). If the hart fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The hart uses Lightning Antlers and makes one Thunder Hooves attack.

Lightning Antlers. *Constitution Saving Throw:* DC 16, one creature the hart can see within 15 feet. *Failure:* 16 (2d10 + 5) Lightning damage, and the target has the Stunned condition until the start of the hart's next turn.

Thunder Hooves. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Thunder damage.

REACTIONS

The hart can take up to two Reactions per round but only one per turn.

Entangling Growth. *Trigger:* The hart is hit with a melee attack. *Response—Strength Saving Throw:* DC 16, one creature the hart can see within 120 feet. *Failure:* The target has the Grappled condition (escape DC 16) for 1 minute or until the hart has the Incapacitated condition. While Grappled, the target has the Restrained condition.

Lightning Call. *Trigger:* the hart makes a saving throw or is hit with a ranged attack. *Response—Dexterity Saving Throw:* DC 16, one creature the hart can see within 120 feet. *Failure:* 19 (3d12) Lightning damage. *Success:* Half damage.



THIEF

Medium Humanoid, Any Alignment

AC 16

Initiative +4 (14)

HP 84 (13d8 + 26)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+0	DEX	18	+4	+7	CON	14	+2	+2	INT	11	+0	+3	WIS	11	+0	+0	CHA	12	+1	+1

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses Passive Perception 13

Languages Common, Thieves' Cant

CR 5 (XP 1,800; PB +3)

TRAITS

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided the thief doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The thief makes three Thieves' Dagger attacks.

Thieves' Dagger. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 80/320 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 3 (1d6) Poison damage.

BONUS ACTIONS

Cunning Action. The thief takes the Dash, Disengage, or Hide action.

REACTIONS

Uncanny Dodge. *Trigger:* A creature the thief can see hits the thief with an attack. *Response:* The damage of the triggering attack is halved.

THIEF

Habitat: Urban; **Treasure:** Implements

Eldraine's thieves are known for perpetrating daring heists, stealing from Giants and Dragons. They tend to develop a romanticized reputation. A master thief might "retire" from hands-on work to run a thieves' guild, spearhead some covert enterprise, or enjoy a quiet life of luxury.



TREEFOLK

Habitat: Forest; **Treasure:** Relics

The wise and ancient treefolk thrive in the depths of Eldraine's forested wilds. Though many treefolk rival members of the high fae in age, they rarely interfere with the goings-on of the faerie court. Instead, treefolk serve as guardians and shepherds of their wild groves, dispensing wisdom and blessings to travelers who wander under their branches.

"RIGHT NOW, YOU ARE A FEEBLE STICK, BUT I WILL HELP you grow some rings."

— Borogrove, Tuinvale treefolk

TREEFOLK

Large Plant (Treefolk), Any Alignment

AC 17 **Initiative** +1 (11)
HP 171 (18d10 + 72)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	DEX	12	+1	+1	CON	18	+4	+8
INT	10	+0	+4	WIS	20	+5	+9	CHA	11	+0	+0

Skills Insight +9, Nature +8, Perception +9

Vulnerabilities Fire

Resistances Bludgeoning, Piercing

Senses Blindsight 30 ft., Passive Perception 19

Languages Common, Druidic, Sylvan

CR 11 (XP 7,200; PB +4)

TRAITS

Plant Camouflage. The treefolk has Advantage on Dexterity (Stealth) checks it makes in forest terrain.

ACTIONS

Multiattack. The treefolk makes two attacks, using Crushing Vine and Nightshade Bolt in any combination.

Crushing Vine. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 25 (3d12 + 6) Bludgeoning damage. If the target is Large or smaller, it has the Grappled condition (escape DC 18). While Grappled, the target has the Restrained condition. The treefolk has six vines, each of which can grapple one target.

Nightshade Bolt. *Ranged Attack Roll:* +9, range 60 ft. *Hit:* 33 (6d10) Poison damage.

Spellcasting (Druid). The treefolk casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 17):

At Will: *Detect Poison and Disease, Druidcraft*
2/Day Each: *Enlarge/Reduce, Speak with Plants*
1/Day: *Commune with Nature* (as an action)

BONUS ACTIONS

Oaken Boon. The treefolk blesses another willing creature that it can see within 60 feet for 1 minute, until the treefolk has the Incapacitated condition, or until the treefolk uses Oaken Boon again. While blessed, the target can use the treefolk's Tree Step and gains 5 (2d4) Temporary Hit Points at the start of each of its turns.

Tree Step. The treefolk teleports to an unoccupied space it can see within 60 feet. Both the space it leaves and its destination must be within 5 feet of a living tree that is the treefolk's size or larger.



TROLL KING

Large Giant, Chaotic Evil

AC 16

Initiative +1 (11)

HP 95 (10d10 + 40)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	13	+1 +1	CON	18	+4 +7
INT	8	-1 -1	WIS	9	-1 -1	CHA	7	-2 -2

Skills Perception +5

Immunities Poisoned

Senses Blindsight 60 ft., Passive Perception 15

Languages Giant

CR 7 (XP 2,900; PB +3)

TRAITS

Magic Resistance. The troll has Advantage on saving throws against spells and other magical effects.

Regeneration. The troll regains 10 Hit Points at the start of its turn unless it took Acid or Fire damage since the start of its last turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regain Hit Points.

ACTIONS

Multiattack. The troll makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 15 (2d10 + 4) Slashing damage plus 9 (2d8) Poison damage.

Belch (Recharge 5–6). The troll casts *Stinking Cloud* centered on itself, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 15).

TROLL KING

Habitat: Hill, Mountain; **Treasure:** Armaments

Trolls are commonly found hiding beneath bridges in the Realm or the Tanglespan, waiting for unsuspecting travelers to walk by so the troll can have an easy meal. Trolls are too dim-witted to have their own nations or kingdoms; the "troll king" is an epithet given by intelligent creatures to a particularly nasty or terrible troll.



THE WHISPERING WITCH

Habitat: Forest; **Treasure:** Relics

Many wonder at how the Phyrexian Invasion was able to so quickly overrun the forces of Eldraine. Rumors persist that before the invasion, a witch from another world appeared to gather knowledge of the plane's inner workings. That witch has since disappeared...or so the legends say.

THE WHISPERING WITCH

Medium Monstrosity (Phyrexian), Chaotic Evil

AC 18 **Initiative** +4 (14)

HP 181 (33d8 + 33)

Speed 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	18	+4	+4	CON	12	+1	+7
INT	21	+5	+5	WIS	17	+3	+9	CHA	22	+6	+12

Skills Arcana +11, Deception +12, Perception +9, Insight +9

Resistances Bludgeoning, Piercing, Slashing

Immunities Necrotic; Frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages Common, Phyrexian

CR 18 (XP 20,000; PB +6)

TRAITS

Legendary Resistance (3/Day). If the Witch fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The Witch makes three Claw attacks.

Claw. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 7 (2d6) Necrotic damage, and the target gains 1 level of Exhaustion.

Black Sun's Flame (2/Day). *Dexterity Saving Throw:* DC 20, each creature in a 10-foot-radius, 40-foot-high Cylinder centered on a point the Witch can see within 120 feet. *Failure:* 14 (4d6) Fire damage and 14 (4d6) Necrotic damage. *Success:* Half damage only.

Spellcasting (Warlock). The Witch casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 20):

At Will: *Command, Detect Magic, Detect Thoughts*

2/Day Each: *Bestow Curse, Hold Person, Silence*

1/Day Each: *Darkness, Dispel Magic, Circle of Death, Suggestion*

REACTIONS

The Witch can take up to three Reactions per round but only one per turn.

Retaliating Claw. *Trigger:* The Witch takes damage. *Response:* The Witch makes one Claw attack.

Retaliating Spell. *Trigger:* The Witch uses its Legendary Resistance trait or makes a saving throw. *Response:* The Witch uses Spellcasting.

WITCHKITE

Habitat: Swamp; **Treasure:** Arcana

While many dragons of Eldraine hoard wealth and material goods, witchkites prefer hoarding forbidden and dangerous magical secrets. The arcane nature of a witchkite's hoard seeps into the dragon's core, granting it spellcasting abilities and twisting its fiery breath into malevolent motes of magical flame.

"I HEARD THERE'S AN ESPECIALLY FEARSOME WITCH around here. Or was it a particularly cruel dragon? The tales were very confu—"

— Last words of the mostly forgotten adventurer Osva



WITCHKITE

Huge Dragon, Chaotic Evil

AC 16 **Initiative** +0 (10)
HP 220 (21d12 + 84)
Speed 40 ft., Fly 80 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	23	+6	+6	DEX	10	+0	+5	CON	18	+4	+4																		
INT	15	+2	+2	WIS	17	+3	+8	CHA	19	+4	+9																		

Skills Arcana +7, Perception +8, Stealth +5

Resistances Fire, Psychic

Senses Darkvision 120 ft., Passive Perception 18

Languages Draconic

CR 15 (XP 13,000; PB +5)

TRAITS

Legendary Resistance (3/Day). If the witchkite fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The witchkite makes two Rend attacks and uses Malevolent Flare.

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 16 (3d6 + 6) Slashing damage.

Malevolent Flare. *Dexterity Saving Throw:* DC 17, one creature the witchkite can see within 60 feet. *Failure:* 22 (5d8) Fire damage, and the target takes a Reaction (if available) to make one melee attack against another creature of the witchkite's choice within 5 feet of the target. *Failure by 5 or More:* The target also takes 13 (2d12) Psychic damage. *Success:* Half damage only.

Spellcasting (Warlock). The witchkite casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic, Minor Illusion, Speak with Dead*
1/Day Each: *Detect Thoughts, Dimension Door, Hold Monster*

REACTIONS

The witchkite can take up to two Reactions per round but only one per turn.

Enchanting Gaze. *Trigger:* A creature the witchkite can see moves within 10 feet. *Response—Wisdom Saving Throw:* DC 17, the triggering creature. *Failure:* 10 (3d6) Psychic damage, and the target has the Charmed condition until the end of its next turn.

Retribution. *Trigger:* The witchkite takes damage. *Response:* The witchkite makes one Rend attack.

WITCHSTALKER

Savage Howls and Snapping Jaws

Habitat: Forest, Swamp; **Treasure:** Arcana

Twice the size of ordinary wolves, witchstalkers are drawn to sources of magic by their supernatural sense of smell. As a result, the moors and forests of Dunbarrow make for good hunting grounds. The greater the source of magic, the more witchstalkers are drawn to the area. To their dismay, witches have drawn as many as a dozen witchstalkers.

Witchstalkers resemble monstrous wolves with enormous jaws and ridged spines. By feeding on spellcasters and other sources of magic, witchstalkers developed their own magical abilities, including a supernatural howl and the ability to teleport next to unsuspecting prey.

WITCHSTALKER

Large Monstrosity, Unaligned

AC 13

Initiative +3 (13)

HP 82 (11d10 + 22)

Speed 60 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	18	+4	+7	DEX	16	+3	+3	CON	15	+2	+2
INT	8	-1	-1	WIS	12	+1	+4	CHA	6	-2	-2

Skills Perception +7, Stealth +6

Senses Truesight 60 ft., Passive Perception 17

Languages understands Common but can't speak

CR 6 (XP 2,300; PB +3)

TRAITS

Magic Resistance. The witchstalker has Advantage on saving throws against spells and other magical effects.

Smell Magic. The witchstalker can pinpoint the location of any creature or object that bears magic within 120 feet. It also has Advantage on attack rolls against a creature if that creature has cast a spell since the end of the witchstalker's last turn.

ACTIONS

Multiattack. The witchstalker makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage, and the target has the Prone condition if it is Large or smaller.

Mind-Wracking Howl (Recharge 5–6). *Wisdom Saving Throw:* DC 13, each creature within 30 feet. A Monstrosity succeeds automatically. *Failure:* 24 (7d6) Psychic damage, and the target has Disadvantage on Constitution saving throws it makes to maintain Concentration until the end of its next turn. *Success:* Half damage only.

REACTIONS

Spell Stalk. *Trigger:* A creature within 120 feet casts a spell. *Response:* The witchstalker teleports to an unoccupied space within 5 feet of the trigger creature and makes one Bite attack.

APPENDIX D: RULES GLOSSARY

This glossary presents rules that are referenced in this guide and not found in the *Player's Handbook* (2014), or have updated versions in the *2024 D&D Free Rules*. This is done in an effort to maintain compatibility and ease of use for all DMs using the latest edition of DUNGEONS AND DRAGONS.

RULES DEFINITIONS

The rules definitions are presented in alphabetical order.

ATTITUDE

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range you can see anything that has the Invisible condition.

BLOODIED

A creature is Bloodied while it has half its Hit Points or fewer remaining.

BURROW SPEED

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so.

D20 TESTS

D20 Tests encompass the three main rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of those rolls.

DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of grey.

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

EXHAUSTION [CONDITION]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected When you make a D20 Test the roll is reduced by 2 times your Exhaustion level.

Speed Reduced Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

FRIENDLY [ATTITUDE]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature.

HOSTILE [ATTITUDE]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature.



INDIFFERENT [ATTITUDE]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster.

INFLUENCE [ACTION]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The GM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the DM) before urging it in the same way again.

INFLUENCE CHECKS

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

MAGIC [ACTION]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

MONSTER

A monster is a creature controlled by the DM, even if the creature is benevolent.

ORIGIN FEAT

Origin feats include Alert, Crafter, Healer, Lucky, Magic Initiate, Musician, Savage Attacker, Skilled, Tavern Brawler, and Tough.

SHAPE-SHIFTING

If an effect, such as Wild Shape or the Polymorph spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

SURPRISE

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

TRUESIGHT

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane.

UTILIZE [ACTION]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.



COMING SOON: ELDRAINE ADVENTURES

There are three published adventures available for this supplement, all found in the book *Planeshifted Presents: On An Adventure*.

These adventures have not yet been updated for the 2024 version of D&D or the latest version of this guide.

You can check out the 5e compatible version of this guide by [clicking here](#).

Updates to these adventures should be coming by the end of 2024. New adventures will be rolling out over next year, stay tuned!

A TALE ONLY YOU CAN TELL

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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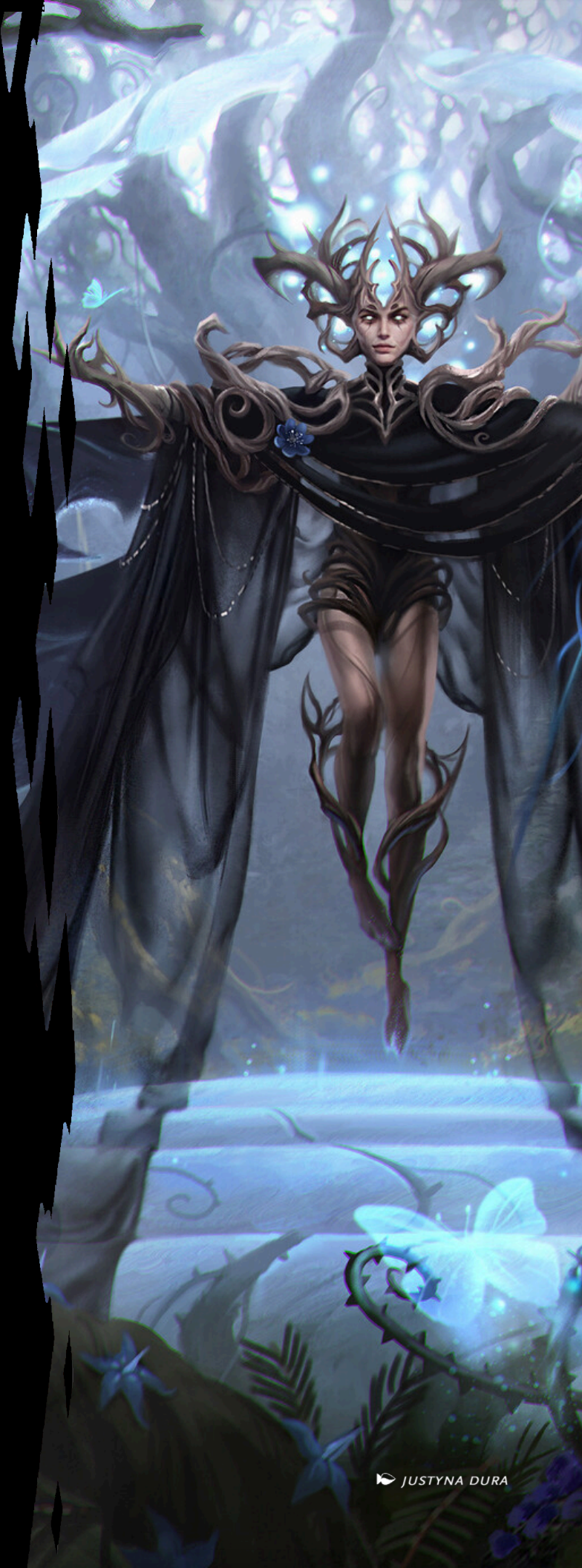
For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*

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